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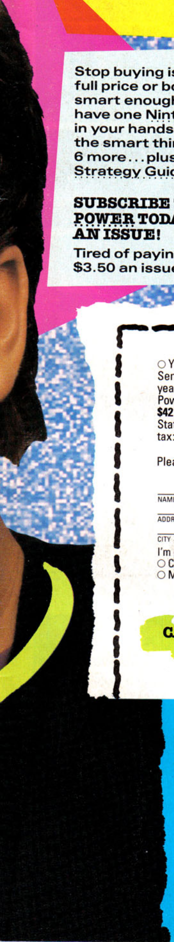

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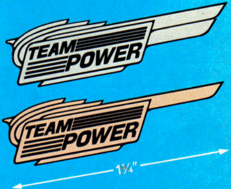

NINTENDO POWER

July/August 1990
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The Mafat Conspiracy

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Mission Impossible
Castlevania III

Bonus Contest!
Final Fantasy
Treasure Quest Part II

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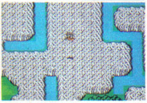

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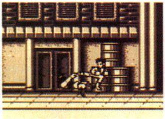

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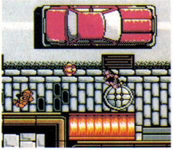

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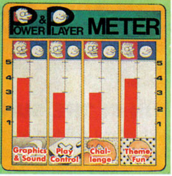
POWER METER RATING SYSTEM:

Power Meter Rating System: To further help you decide which games are just right for you, we offer the Power Meter Rating System. Every new game introduced for the NES is rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme & Fun. Judge the games yourself by rating each on a scale of 1 to 5 on the righthand side of the meter.



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Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.

Nintendo Power is published monthly, $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150 Ave. N.E., Redmond, Washington 98052.

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Player's Pulse

MAILBOX

CHAMPIONSHIP COMMENTS

I must commend you on a spectacular show. I mean of course the NWC. My favorite part was the Competition Arena. It was impressive. The competition was tough! When the adrenaline starts pumping you really get into it! I made it to the semi finals and it was great! My friend, Gary Batman, was one of the finalists. The Power Walk displayed excellent games. My favorites were SMB 3 and Ninja Gaiden II. To play SMB 3 you had to wait in a long line! The Game Boy games were neat too. It makes me want to get one. I saw Ben Smith there and I got Howard Phillips' autograph.

Ben Clemmer
Fort Worth, TX

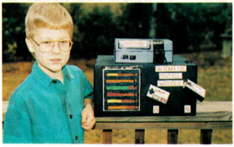
We're glad you had a good time at the Nintendo PowerFest 1990, Ben. All you other readers who attended the event, let us know what you thought!

FROM SHARP MINDS . . .

I am 9 years old and I just competed in a school program called Invent America. This program asks students from across the United States to make an invention that can solve a problem. My problem was one that a lot of my friends had also: the Nintendo controllers always stayed on the floor and often the cords got tangled up. My mother was always calling me back to put them up whenever I left them on the floor, which was most of the time.

I invented an Automatic Control Winder for the Invent America program. Many students and their mothers saw it and said that they really needed one. This invention is made of a box that the Nintendo Entertainment System Control Deck sits on. It has space for two controller cords to wind up inside. You push a button and the control cords wind up out of the way. It works like a retractable cord to a vacuum cleaner does. The Automatic Control Winder also has room to store Game Paks.

Eric Rackley
Valdosta, GA



Well Eric, your idea looks good on paper (or whatever your model is made of . . .) Although there aren't any products quite like it in the works, we here at Nintendo have also given some thought to the problem of tangled cords. Our solution—the NES Satellite, our infra-red remote controller that not only eliminates cord tangle, but lets four people play simultaneously!

FUN IN THE SUN

Both of my children are Nintendo fans and spend hours indoors perfecting their games. As residents of Federal Way, Washington, we get about 56 sunny days a year, and as a mom I feel obligated to shoo them outside on those rare days when the sun shines. Thank goodness for Game Boy! Now I can prop them against the deck railing outdoors in the sun, and they never have to miss a beat!

P.A. Dahl
Federal Way, WA

Although Game Boy is great for outdoor play, we do not recommend exposing the screen to direct sunlight for prolonged periods of time. The sun sounds like it's great for your kids though, but be sure to turn them over every so often so they tan evenly as they're propped against the railing.

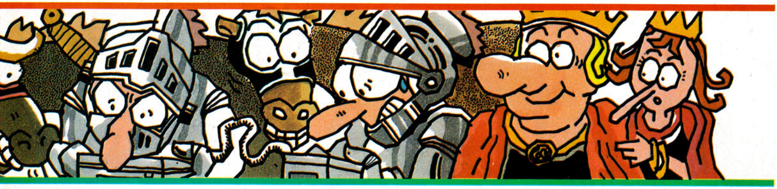
NES SANITY-SAVER

I am writing to express the pure enjoyment I've received from your Nintendo Entertainment System this year.

While we were vacationing in the U.S., our home was destroyed by the rampaging Hurricane Hugo. We returned to St. Croix, U.S.V.I., 13 days after Hugo struck to find very little left of our home. We had lost virtually everything.

Weeks later, when we found a temporary apartment with an electrical generator, I plugged the NES in. To my delight, Mario and Luigi appeared on the screen. With no television service, our Nintendo games were our only source of entertainment for months after Hugo.

Thank you for bringing a ray of sunshine to the bleakest time of



our lives. The NES saved our beleaguered sanity. I am enclosing pictures of our house and my child-like delight at discovering that my NES worked.

John H. McGrath Jr.
Worcester, MA

Thanks for sharing your experience with us, John. We're glad that both you and your NES survived the disaster of Hurricane Hugo, and wish you the best of luck in the future.

In a future letter column, we'd like to feature letters on your worst "Nintendo Nightmare." We're not talking about real disasters like the one John McGrath went through, but events like the time the batteries failed in your Game Boy when you were about to get 25 lines in Tetris Game B, 9 Heart level, or when your kid sister turned off the power and erased your game in The Legend Of Zelda . . . Make it funny and interesting. We'll print the best (or worst) "Nintendo Nightmares" in a future edition of Mail Box. So everyone, send your "Nintendo Nightmare" to:

Nintendo Power Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733

VIDEO SPOTLIGHT

My wife and I gave ourselves a Nintendo Entertainment System for Christmas in 1988. We thought it would be fun for our grandkids when they visit. Well, it's not hard to guess what happened—we were instantly hooked.

We not only found it VERY entertaining, but it has helped us close the "generation gap." You can talk Nintendo with almost every young person.

While we all have our own favorites, my wife and I play most of the games together. One runs the controls, the other draws maps or helps as needed.

I sent you a picture of our Brittany. She's AKC registered "Sleeping Princess Zelda." She really doesn't play, but she likes to sit in our favorite playing chair.

Together, my wife and I have completed Hudson's Adventure Island, Metal Gear and The Legend Of Zelda, among others. Our next challenge is Ultima. I don't know if this makes us "Power Players," but we think it's pretty good for "old folks."

Bob and Fran Hembree
Portland, OR

Sleeping Princess Zelda poses on playing throne

Jonathan Ciuffreda, 6, is a phenomenal Nintendo Power Player. He has been playing the Nintendo Entertainment System for less than a year and has successfully completed 16 games including The Legend of Zelda, Super Mario Bros. 2, Duck Tales, Bubble Bobble, Simon's Quest, Mega Man 2, Wizards and Warriors, Metroid, Life Force, and The Three Stooges.

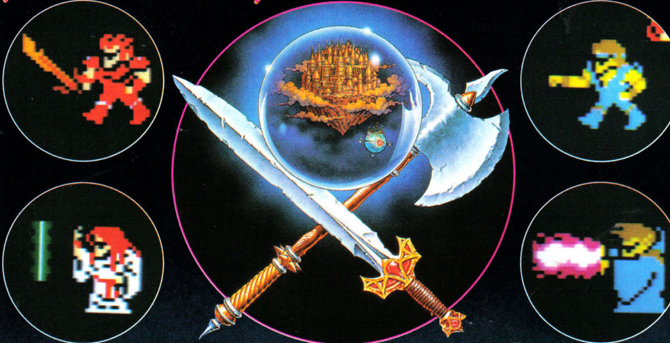
What is most interesting about Jon is that at the age of 6, he has truly learned to read while concentrating on such games as Dragon Warrior, The Legend of Zelda, The Adventure of Link, and Faxanadu. His favorite bedtime reading is Nintendo Power. It is not unusual to find Jon in his room or at the kitchen table reading Power. Although he can't read every word, he understands the ideas.

His concentration is so intense, he can play Nintendo games for hours at one stretch.

He can't wait to get Super Mario 3 and is now working on The Adventure of Link. Jon truly deserves to be a Nintendo Power Player.

Judy Ciuffreda
Mendham, NJ

FINAL FANTASY™*



THE ADVENTURE GOES BEYOND ANYTHING YOU'VE EVER KNOWN

Final Fantasy redefines the limits of both Adventure and Role Playing Games by plunging you into a world brimming with its own history and legends. It is a vast world that pits you against deserts and oceans as well as armies of Chaos. Solving the puzzles and winning the battles are not easy tasks, but they're not impossible, either. Get a quick start using the Explorer's Handbook that comes with the game. A quick review of Final Fantasy's earliest stages follows this page. Then it's on to greater challenges by land, sea and air as the four Light Warriors pursue their destiny. Don't forget to read about the July/August Final Fantasy Treasure Quest and how you might win real treasure!

An Adventure Pack Or Suit Of Armor May Be Yours If You Enter The . . .

FINAL
FANTASY
TREASURE
QUEST

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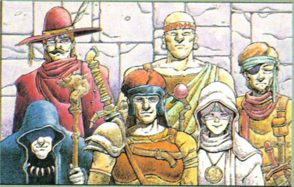
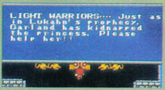
FROM CONERIA TO CRESCENT LAKE: THE QUEST BEGINS

There's so much to see and do in Final Fantasy that even the 84-page Explorer's Handbook provided with the game can't cover everything. The following three pages list the major tasks facing the Light Warriors during the early stages. If you're just starting out, use the information as a quick play guide. If you've already reached Crescent Lake, you might want to see if you've missed anything valuable. There is so much treasure lying about that missing a critical treasure chest is easy to do. Get your bearings using the full world map on pages 12 and 13. If you missed the first installment of the Treasure Quest, be sure to look back at your May/June issue. Contest details can also be found in the May/June issue of Nintendo Power.

CONERIA

The quest of the Light Warriors begins here in Coneria. First, visit the King in the castle and talk to everyone you meet. Then go to the town and buy weapons and armor at the shops. Make sure you Equip each Warrior. In the forest outside the town, fight enemies until you reach Level 3 for each member of your party.





LIGHT WARRIORS.... Just as in Lukahn's prophecy. Garland has kidnapped the princess. Please help her!!

The King tells you what has happened to his kingdom and challenges you with a quest.

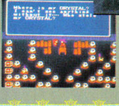
GARLAND'S CASTLE

In the north is the castle home of Garland, an evil wizard who holds Princess Sara captive. Take as many Heal potions as you can afford. Magic users in your party should save their magic for the fight against Garland. HARM, CURE and FIRE are all good spells. Collect treasure from the castle before the battle.

Defeat Garland and return the Princess to Coneria for the King's reward.

MATOYA'S CAVE

Cross the King's Bridge to the north and begin searching for Matoya's Cave. Again, bring lots of Heal potion so you don't waste magic using the CURE spell. Take a Tent with you to save your progress. Once you reach the cave, the broom tells you how to use the world map. Then talk to Matoya.

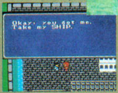


Where is my CRYSTAL? I can't see anything without it.... Who stole my CRYSTAL?

Matoya needs a crystal to regain her sight. The crystal can be found in the south.

4 PRAVOKA

The trip to Pravoka is long and dangerous so stick to the grassy areas as much as possible. In the port town, talk to everyone. Your levels may have gone up, too. See if you are ready to buy Level 2 magic spells. Fill up your HP by staying at the Inn, then search for the pirate who has been terrorizing the town.

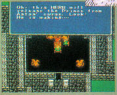


Okay, you got me.
Take my SHIP.

Use SLEP—the sleep spell—against the pirate crew. Then attack and win a ship!

5 ELFLAND

Across the Aldi Sea lies Elfland. A great deal of information is available here. High quality weapons are also available in the shop. The Silver Sword is great for your Fighter. Earn Gold and Experience points in the forest that surrounds Elfland. Raise your Levels to 9 or 10 before moving on to Astos and the Marsh Cave.

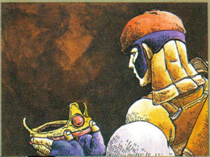


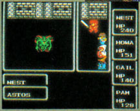
Oh, this HERB will
release the Prince from
Astos' curse. Look!
He is waking...

Only an Herb obtained from Matoya can wake up the sleeping Elf Prince.

6 ASTOS & THE MARSH CAVE

The Northwest Castle is Astos' home—your next goal! There Astos tells you to look for a lost crown in the Marsh Cave. Take 99 Heal potions into the cave. Use Level 3 and 4 magic spells to defeat difficult enemies such as Wizards and Gargoyles. In the lowest dungeon you'll find a crown. Return the crown to Astos.

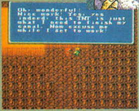




Make sure your party is at full power when you enter Astos' chamber.

7 FROM ELFLAND TO THE DWARVES' CAVE

After defeating Astos, return the Crystal to Matoya and get the Herb to awaken the Prince. The Prince will give you the Key. Go to Coneria and explore the Treasure Room. Then it's time to visit the Dwarves' Cave directly to the west. There you should talk to Nerrick who needs the TNT you found in the Treasure Room.

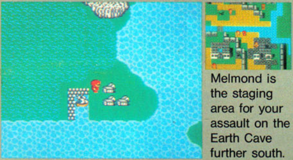


Oh, wonderful!
Nice work! Yes, yes
indeed, this TNT is just
what I need to finish my
canal. Now excuse me
while I get to work!

Nerrick uses the TNT to blast a passage to the Western Sea. Now you can sail to Melmond.

MELMOND

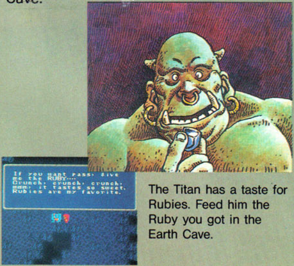
Listen carefully to the people of Melmond and check out the Armor Shop for some powerful items. There's no Tool Shop here, though, so you should stock up on Heal and Pure potions before setting sail from Coneria. Dr. Unne lives in this town. Much later in the game you'll have to pay him a visit.



Melmond is the staging area for your assault on the Earth Cave further south.

THE TITAN'S CAVE AND SARDA

By defeating the Vampire in the Earth Cave, you'll obtain a Ruby. Feed the Ruby to the Titan in the cave west of Melmond and he'll let you pass. Don't miss the Treasure Room at the bottom of the cave! Then see Sarda in the cave further south. He'll give you the Rod that moves the stone slab in the Earth Cave.

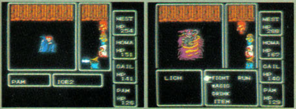


If you want pass, give
me the RUBY....
Crunch, crunch, crunch,
mmm, it tastes so sweet.
Rubies are my favorite.

The Titan has a taste for Rubies. Feed him the Ruby you got in the Earth Cave.

THE EARTH CAVE

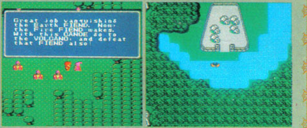
The people of Melmond told you about a Vampire. He lives here in the Earth Cave, but he is not alone, nor is he the main enemy to be found in the cave. You should be at about Level 11 now. No matter how strong you are, it won't be an easy fight. Against the Vampire, try using the FAST spell to increase the power of a Fighter.



In the Earth Cave, you have to fight through two big foes.

CRESCENT LAKE

If you have the Gold, this is the place to buy great silver weapons and armor. It's also the town where you meet Lukahn. Follow the woodland path from the northeast corner of town to the Circle of Sages. They'll tell you all about the world's trouble and give you a canoe. Buy a House in the Tool Shop.



Great job vanquishing
the Earth FIEND. Now,
the Fire FIEND wakes.
With this CANOE go to
the VOLCANO, and defeat
that FIEND also!

The Circle of Sages reveal how the four elements are destroying the world.

FINAL FANTASY™

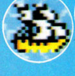
WORLD MAP

The world of Final Fantasy is a sprawling place with every imaginable landscape. From impassable mountain ranges to serpent filled seas, this is a world made for adventure. Using the trick taught to you by the Broom in Matoya's cave (Push B Select), you can see your party's present position in the world as well as other key locations. Other useful maps are supplied in the Explorer's Handbook (Supplied with the Game Pak) to help you cover the many treacherous territories. One of the most exciting parts of Final Fantasy is exploring new regions—going where no one has gone before! Your maps will prove invaluable.

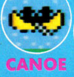
THEY SAY THAT GETTING THERE IS HALF THE FUN

The Pirate Ship takes you from the area around Coneria to the wide southern lands. The Canoe is used in rivers. The Airship opens up the North.

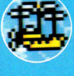
SHIP

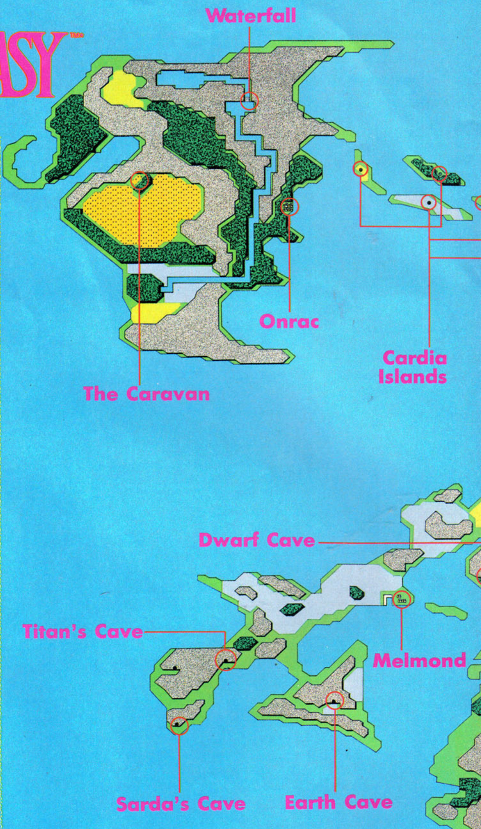


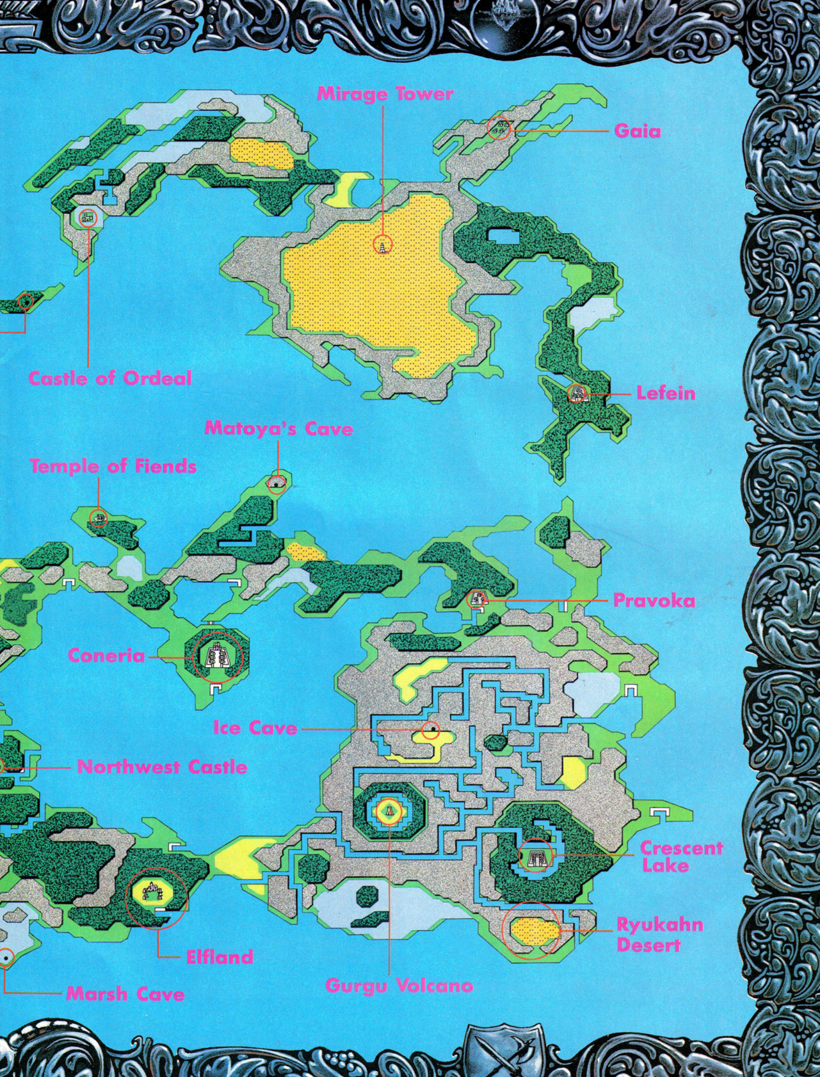
CANOE



AIRSHIP



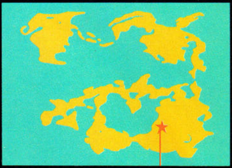

Waterfall
The Caravan
Onrac
Cardia Islands
Dwarf Cave
Titan's Cave
Melmond
Sarda's Cave
Earth Cave


Mirage Tower
Gaia
Castle of Ordeal
Lefein
Matoya's Cave
Temple of Fiends
Pravoka
Coneria
Ice Cave
Northwest Castle
Crescent Lake
Ryukahn Desert
Elfland
Gurgu Volcano
Marsh Cave

12

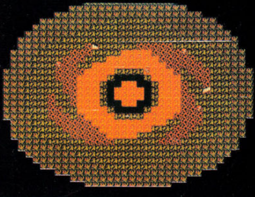
GURGU VOLCANO

Northwest of Crescent Lake is Gurgu Volcano, home of Kary, the Fiend of Fire. Using the canoe to paddle upstream, you'll battle many river creatures. Fighters are strongest against them, but you can Run from most. Before entering the volcano, use a House to save your progress and restore HP. If you don't succeed on your first trip inside, you'll be able to start again at the entrance. Plan your route using the maps below to avoid dead-ends and as much of the damaging lava as possible.

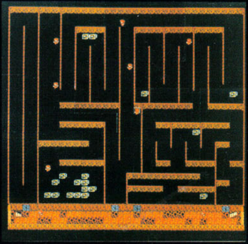


FIGHT
RU
MAGIC

LEVEL 1

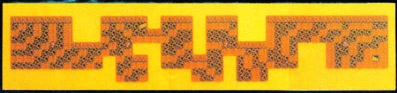


LEVEL 2

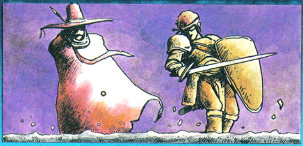


A quick trip through the Second Level treasure rooms will earn you valuable silver armor and weapons plus lots of gold.

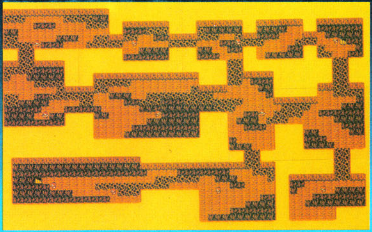
LEVEL 3-A



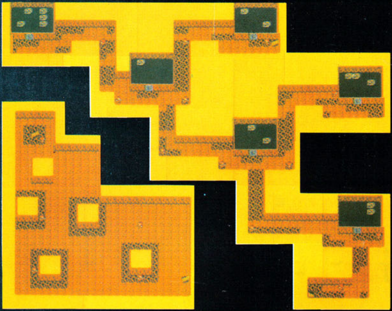
If your HP and magic levels remain high after the second level, proceed to Levels 3-A and 3-B. Avoid lava where possible and restore HP with Heal potion. Don't waste magic. It's better to Run.



LEVEL 3-B

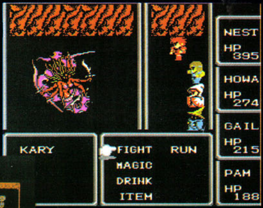


LEVEL 4



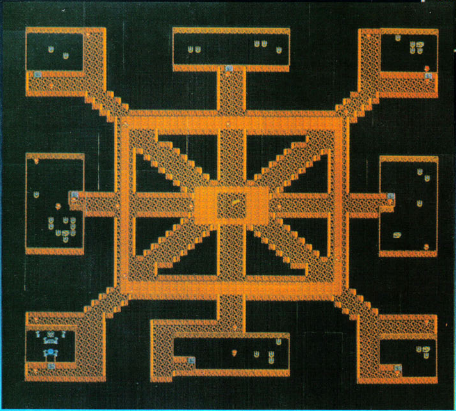
In the upper left corner of Level 4 you'll find an Ice Sword and the Flame Shield–both valuable items. Come back to get other items and gold after defeating Kary.

Each step on lava reduces the HP of each party member. By staying on the cool, darker lava, you can conserve HP. Carry a full supply of 99 Heal potions and keep your HP up to the maximum. Powerful enemies attack at the deeper levels, some of which can't be escaped using Run. The fighting warriors will inflict damage along with a mage's ice spells. Only use ICE and ICE2 in critical battles. Also, don't waste time checking every room. Just a few (noted in captions) contain items worth the cost in HP to get them. If you have to backtrack, avoid places where you were attacked.

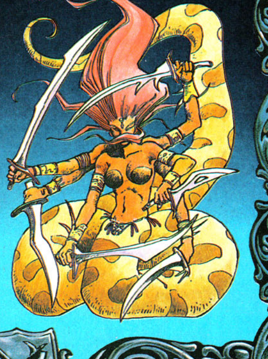


Before entering Kary's lair in the bottom left corner, max out your HP and Equip with your most powerful weapons and armor. Against Kary, use AFIR to reduce the damage of her fiery attacks. SLEP, STUN and ICE2 also work. Boost your Fighter with FAST.

LEVEL 5

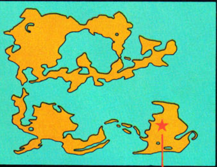


In the middle left chamber of Level 5 you'll find the Flame Armor. The other chambers, except Kary's, are all empty. When you go to battle Kary, use the powerful Ice Sword and the Flame Armor on your lead Fighter.

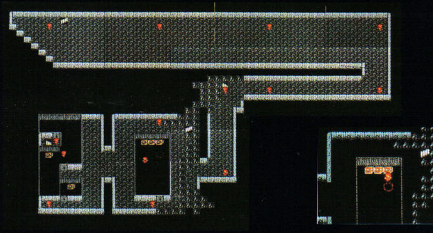


15 ICE CAVE

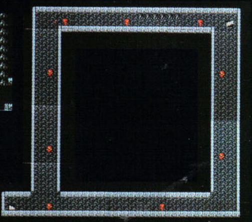
North of Gurgu Volcano and accessible only by canoe lies the perilous Ice Cave. Your goal is to find the Floater stone, which is used to raise the airship. Your strategy is similar to that used in the volcano. Use a House before entering and carry a full supply of Heal potion. Fire spells will be very effective inside. Beware of Ice Dragons and Mages!



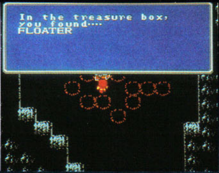
LEVEL 1



LEVEL 2

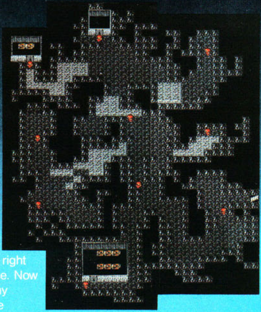


In the upper levels of the Ice Cave you'll encounter Wraiths and other undead enemies. FIR2 and HRM2 work well against them. Avoid the damaging light colored icy patches. On the second level, go down then left to reduce the chance of meeting the Mage, who might use the RUB spell.

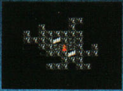


In the treasure box,
you found....
FLOATER

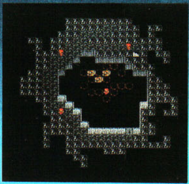
LEVEL 4-A



LEVEL 3



LEVEL 4-B

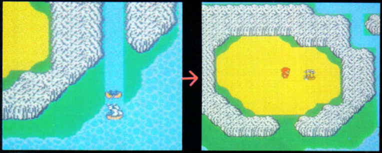


Take the stairway on the right hand side of the ice maze. Now look for a room with many holes. The Floater's in the middle.

14

RYUKAHN DESERT

In ages past a fantastic flying ship was buried in the sands of the Ryukahn Desert. With the Floater you can raise the airship and use it. While airborne, no enemy can attack the Light Warriors. On the other hand, you can land the airship only on grassy land, so you'll still have to make treks through forests and deserts to reach certain vital locations in the north. It's also easy to visit Coneria's inexpensive Inn.

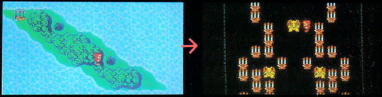


Go to the middle of the desert and use the Floater on your item list. Once it appears, stand on the airship and push the A Button to launch it.

15

THE CARDIA ISLANDS

These islands are inhabited by a race of friendly Dragons. Enter each cave, talk to the Dragons and collect treasure. Your next quest will be revealed to you. If you succeed in this task, return to the Dragon King with proof of your courage and your party will be transformed into knights and wizards with superior powers.



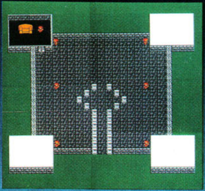
Bahamut, King of the Dragons, will ask you to prove your courage. Since you can land only on the grass, you might have to hike to his cave.

16

CASTLE OF ORDEAL

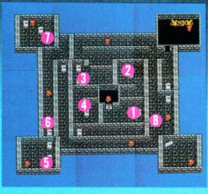
Northeast of the Cardia Islands is a castle filled with dangerous enemies. To prove yourself worthy of Bahamut's gift, you must enter the castle and find the Rat's Tail. The enemies are very strong, so make sure your supply of Heal potions and magic levels are full. You'll have to park the airship on the peninsula to the west, which leaves a long hike. Use a House outside the castle to restore lost HP and magic. Watch out for Sorcerers, Mancats and other strong enemies.

LEVEL 4

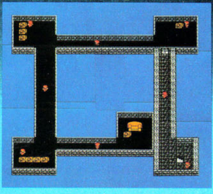


Make your way to the upper left chamber and touch the throne. Now follow the numbers on the map to the right, touching the pillars in the order shown. On Level 3 you'll have to go around the entire length of the hall to reach the final chamber where the Rat's Tail is kept. The main threat along the way comes from groups of magic users. Always cast the MUTE or AFIR spell immediately!

LEVEL 2

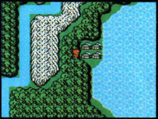


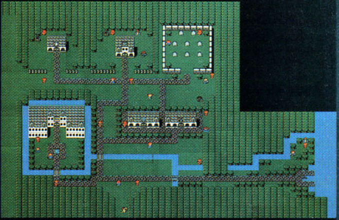
LEVEL 3



17 ONRAC

New mysteries are introduced when you reach Onrac and speak to its citizens. Some of them talk about a problem at the Waterfall to the north, others about a Sea Shrine, and there's even talk of a Caravan out in the Western Desert. They're all revealing clues. You see, to use the submarine moored at Onrac you need Oxyal from the Fairy who is for sale in a bottle. That's just for starters. Each time you finish a task, people may have new information for you.

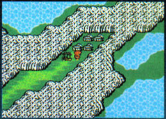


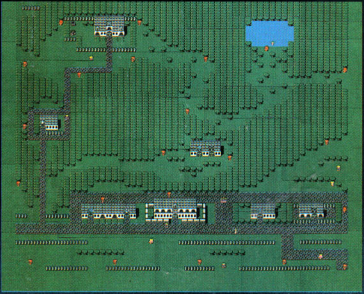


Although the Sea Shrine is your first objective, eventually you'll make use of all the clues. For instance, someone might mention Dr. Unne. If you remember, he lives back in Melmond. Better go talk to him when you find his Sl
It's a good idea to write down all the messages.

18 GAIA

Gaia is hidden away in a remote northern valley. Land nearby on the grass and check it out. You'll find the Fairy's pond, but the Fairy has been kidnapped by a ruthless pirate who sold her to a Caravan. Aha! If you buy the Bottle from the Caravan and bring it back to Gaia, you'll get Oxyal for the sub. Simple! Actually it's just the beginning. As always, listen closely to what the people are telling you. In Gaia some talk about a town down south where . . . a different language is spoken?

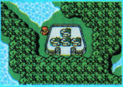


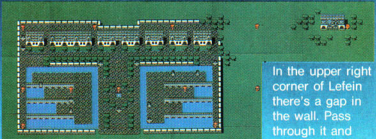


If you release the Fairy at the Spring she will reward you with Oxyal for the submarine.

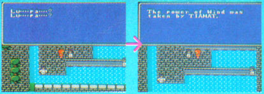
19 LEFEIN

Depending on whether you found the Slab in the Sea Shrine, and if you took it to Dr. Unne, a trip to Lefein might not do much for you. Only Dr. Unne can teach you the language, and he can only do that if he can translate the Slab. Once you can talk to the people of Lefein, however, a lot is explained. You'll learn about the tower in the desert and how to get inside.





In the upper right corner of Lefein there's a gap in the wall. Pass through it and keep going until you find the Magic Shop.



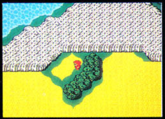
LU····Pa····?
LU····Pa····?

The power of Wind was taken by TIAMAT.

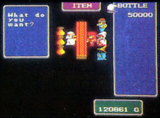
20

THE CARAVAN

In the northern part of the Western Desert is a small oasis where a caravan has set up shop. Go to the patch of sand just west of the oasis to find the shop. Only one item is for sale here, but it's vital that you purchase it, even at the extraordinary cost of 50,000 gold pieces!



Park the airship further west at the edge of the desert and hike in.



What do you want?

ITEM

BOTTLE 50000

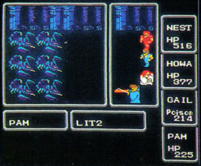
120861 G

The Bottle contains the Fairy from Gaia who can give you Oxyal.

21

THE SEA SHRINE

The submarine in Onrac will take you directly to the Sea Shrine when you have Oxyal. Long ago the Shrine sank and was taken over by Kraken—the Fiend of Water. Inside the Shrine you will find Mermaids who will help you and many enemies to fight. Your best attack magic against sea monsters will be LIT2 and LIT3. The Ice Sword is still the best weapon for Knights, and if you have a Blackbelt, make sure he uses only his hands.



NEST HP 516

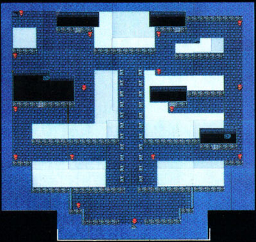
HOWA HP 377

GAIL Poison 214

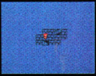
PAM HP 225

PAM LIT2

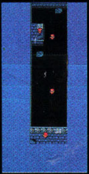
LEVEL 3-A



LEVEL 3-B



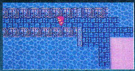
LEVEL 3-C



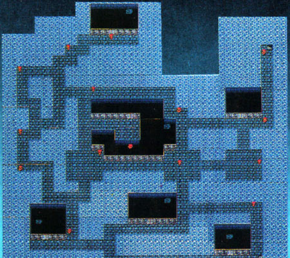
The first area of the Shrine is actually the middle—Level 3-A. Go up to Level 5 to meet the Mermaids and down to Level 1 to battle Kraken. Between trips, go to the Inn at Onrac.

MEET THE MERMAIDS

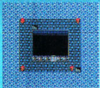
The Mermaids will shower you with information and treasure. They also have the Slab for Dr. Unne. Visit them before your attack on the evil Kraken.



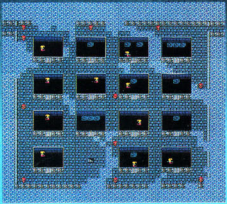
LEVEL 4-A



LEVEL 4-B

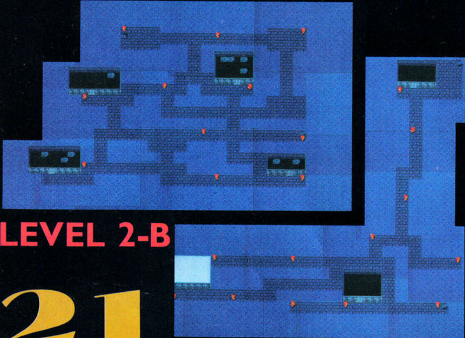


LEVEL 5



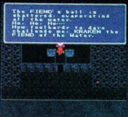
LEVEL 2-A

LEVEL 2-B

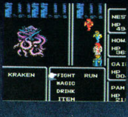


21

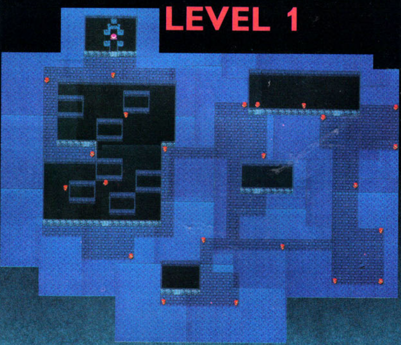
What goes down must come up, at least part of the way if you want to reach Kraken. Take a good look at these maps to plan your route. Attack Kraken with LIT3 and use both FAST and Opal Armor to boost the power and resistance of your fighting warriors. Be prepared to lose a couple of warriors in the battle.



The FIEND's ball is shattered, evaporating all the water.
Ho. Ho. Ho....
How foolhardy to dare challenge me, KRAKEN the FIEND of the Water.



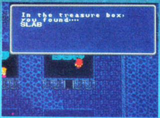
LEVEL 1



22

THE SLAB

The Slab contains a valuable translation of Lefeinish–which is the language of the Sky Warriors. You'll learn about them back in Lefein, where you can now understand what people are saying.



In the treasure box, you found....
SLAB

Give the Slab to Dr. Unne and he'll teach you Lefeinish.

23

IT'S NOT OVER YET

Although the Light Warriors have come far, the greatest challenges still lie ahead. The Waterfall! The Mirage Tower! The floating palace of Tiamat! Luckily, plenty of Power tips are still to come.

This tower leads the Light Warriors to a futuristic place in the sky!

FINAL FANTASY TREASURE QUEST

July / August Contest

FINAL FANTASY

Is there such a thing as too much treasure? We don't think so, especially when it's so much fun to find. In the last Final Fantasy Treasure Quest we asked you to send in the answers to three questions. This time there are only two questions. Read the rules below to learn how you can enter. You may wind up with one of 500 Final Fantasy Adventure Packs, each stuffed with treasure. Or you could receive one of two authentic suits of armor—as much fun as a stuffed armadillo but more stylish! And still to come, in the September contest you'll have a chance to win the Grand Prize—an exotic Treasure Quest Weekend!

July / August Contest Rules

Include answers to both questions for the July/August Contest on a 3x5 postcard and mail it to the address below with proper postage by September 1st. (The post office will not deliver any mail that doesn't have proper postage and no responsibility is assumed for lost, stolen or misdirected mail.) Be sure to include your address and telephone number on your entry card. Contestants are limited to one entry per contest. All entrants must be U.S. residents.

Winners are randomly selected from entries correctly answering the 2 contest questions for the July/August contest. The random drawing for 500 Final Fantasy Adventure Packs and 2 suits of armor will take place on or about September 15, 1990. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the number of eligible entries received. No substitution of prizes is permitted. All prizes will be awarded. The contest is not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

THIS CONTEST IS VOID IN CANADA AND ELSEWHERE where prohibited by law, and is subject to all federal, state, and local laws and regulations.

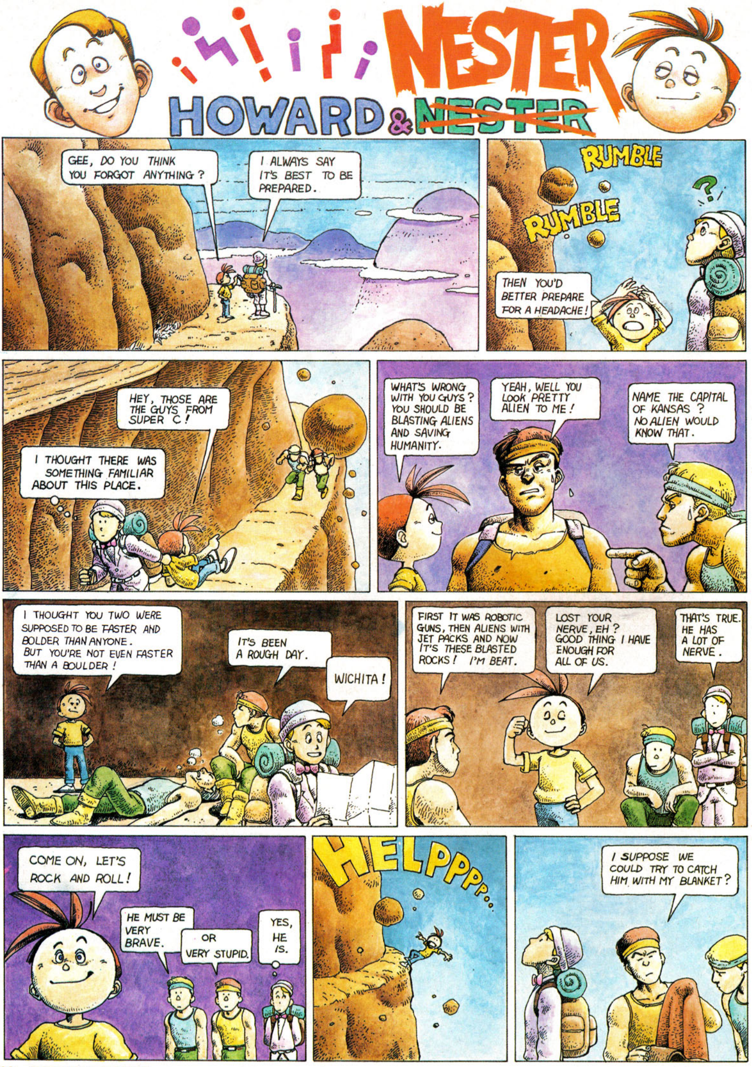
No purchase is required to enter the contest. May/June Contest answers will be printed in the September/October issue.

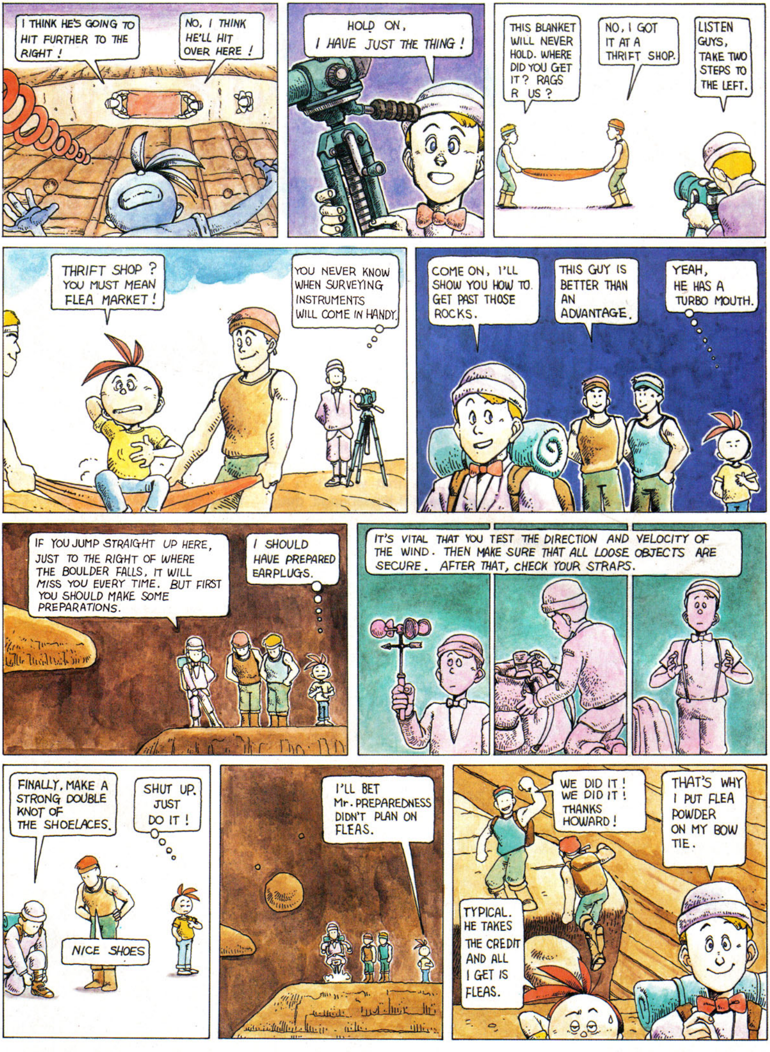
THE JULY CONTEST

Question 1 WHAT IS THE NAME OF THE EX-MERMAID?

Question 2 WHERE DO YOU FIND AN INQUISITIVE BROOM?

Nintendo Power
Final Fantasy
Treasure Quest
P.O. Box 97063
Redmond,
WA 98073-9763


HOWARD & ~~NESTER~~ NESTER
GEE, DO YOU THINK YOU FORGOT ANYTHING?
I ALWAYS SAY IT'S BEST TO BE PREPARED.
RUMBLE
RUMBLE
?
THEN YOU'D BETTER PREPARE FOR A HEADACHE!
HEY, THOSE ARE THE GUYS FROM SUPER C!
I THOUGHT THERE WAS SOMETHING FAMILIAR ABOUT THIS PLACE.
WHAT'S WRONG WITH YOU GUYS? YOU SHOULD BE BLASTING ALIENS AND SAVING HUMANITY.
YEAH, WELL YOU LOOK PRETTY ALIEN TO ME!
NAME THE CAPITAL OF KANSAS? NO ALIEN WOULD KNOW THAT.
I THOUGHT YOU TWO WERE SUPPOSED TO BE FASTER AND BOLDER THAN ANYONE. BUT YOU'RE NOT EVEN FASTER THAN A BOULDER!
IT'S BEEN A ROUGH DAY.
WICHITA!
FIRST IT WAS ROBOTIC GUNS, THEN ALIENS WITH JET PACKS AND NOW IT'S THESE BLASTED ROCKS! I'M BEAT.
LOST YOUR NERVE, EH? GOOD THING I HAVE ENOUGH FOR ALL OF US.
THAT'S TRUE. HE HAS A LOT OF NERVE.
COME ON, LET'S ROCK AND ROLL!
HE MUST BE VERY BRAVE.
OR VERY STUPID.
YES, HE IS.
HELPPPP...
I SUPPOSE WE COULD TRY TO CATCH HIM WITH MY BLANKET?

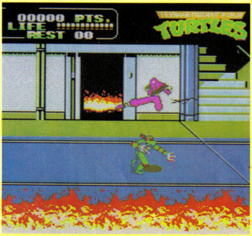

I THINK HE'S GOING TO HIT FURTHER TO THE RIGHT!
NO, I THINK HE'LL HIT OVER HERE!
HOLD ON, I HAVE JUST THE THING!
THIS BLANKET WILL NEVER HOLD. WHERE DID YOU GET IT? RAGS R US?
NO, I GOT IT AT A THRIFT SHOP.
LISTEN GUYS, TAKE TWO STEPS TO THE LEFT.
THRIFT SHOP? YOU MUST MEAN FLEA MARKET!
YOU NEVER KNOW WHEN SURVEYING INSTRUMENTS WILL COME IN HANDY.
COME ON, I'LL SHOW YOU HOW TO GET PAST THOSE ROCKS.
THIS GUY IS BETTER THAN AN ADVANTAGE.
YEAH, HE HAS A TURBO MOUTH.
IF YOU JUMP STRAIGHT UP HERE, JUST TO THE RIGHT OF WHERE THE BOULDER FALLS, IT WILL MISS YOU EVERY TIME. BUT FIRST YOU SHOULD MAKE SOME PREPARATIONS.
I SHOULD HAVE PREPARED EARPLUGS.
IT'S VITAL THAT YOU TEST THE DIRECTION AND VELOCITY OF THE WIND. THEN MAKE SURE THAT ALL LOOSE OBJECTS ARE SECURE. AFTER THAT, CHECK YOUR STRAPS.
FINALLY, MAKE A STRONG DOUBLE KNOT OF THE SHOELACES.
SHUT UP. JUST DO IT!
NICE SHOES
I'LL BET Mr. PREPAREDNESS DIDN'T PLAN ON FLEAS.
WE DID IT! WE DID IT! THANKS HOWARD!
THAT'S WHY I PUT FLEA POWDER ON MY BOW TIE.
TYPICAL. HE TAKES THE CREDIT AND ALL I GET IS FLEAS.

Nintendo
Nintendo

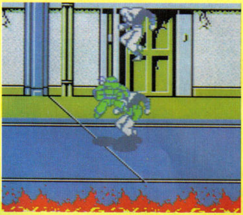
SUMMER CONSUMER ELEC

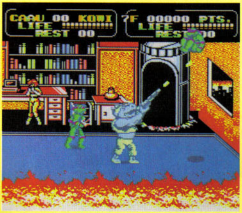
The Summer CES in Chicago's McCormick Center is even bigger than the monster winter show in Las Vegas, and we're not just talking about floor area! This is where

TEENAGE MUTANT NINJA TURTLES SEQUEL



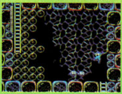
Turtlemania hit the CES at the Konami/Ultra display. We got a chance to take a sneak peek at an early prototype of Teenage Mutant Ninja Turtles–The Arcade Game, which is actually the title of the NES sequel. The half-shell heroes have a whole lot of excitement in store for you in this one, which has two-player simultaneous play and three levels that weren't in the arcade game! Kowabunga, dude!





MEGA MAN III

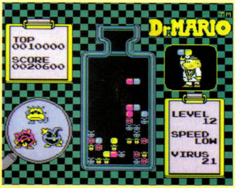
In this sequel, Dr. Wily will join the side of good and help Dr. Wright with a top secret project. Mega Man's mission will be an interplanetary scavenger hunt for parts needed for the doctor's project. The same development team which designed the first two Mega-hits is sure to strike gold again.



MIRACLE KEYBOARD

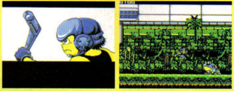
One of the big surprise releases at the Summer CES was the Miracle Keyboard (from Mindscape & Software Toolworks). This amazing accessory comes complete with an electronic keyboard which plugs into your NES and provides a full range of musical sounds. The Miracle Keyboard is also a truly educational device. Crowds of spectators gathered around the display, and this unit should be hot!

DR. MARIO



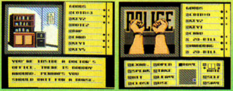
Mario, the world's versatile hero, is back in a new Nintendo game, Dr. Mario. This time, he's out to wipe out a pesky virus colony. Dr. Mario is a super puzzle game like Tetris. Two players can join in the frenzy of Dr. Mario, and for even competiton between players of different skill levels, each player can start with a different number of viruses. If you have Tetris fever, Dr. Mario is the cure!

POWER MISSION



Mega action in the tradition of Mega Man II.

DEJA VU



YOU'RE INSIDE A DOCTOR'S OFFICE. THERE IS NOBODY AROUND. PERHAPS YOU SHOULD WAIT FOR A NURSE.

A sequel to Shadowgate? Deja Vu features the same great game play, but with a modern day detective story background.

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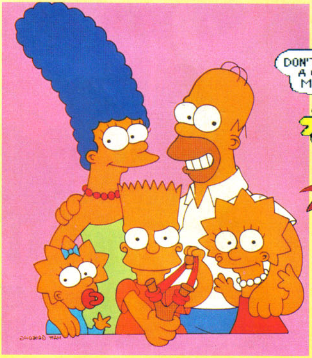
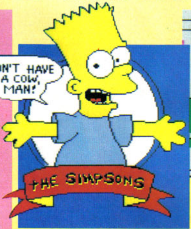
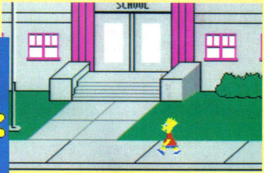
CTRONICS SHOW

the hot games for the winter holiday season are announced and displayed. Here's a quick look at some of the games and products we thought were particularly cool:

THE SIMPSONS™ ARE COMING TO THE NES!

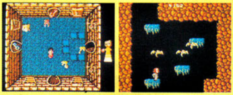



DON'T HAVE A COW, MAN!
THE SIMPSONS



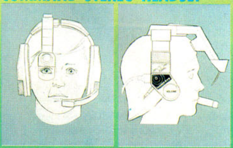
The dynamic duo of Acclaim and LJN (recently merged) have some hot titles in the works, including a NES game based on The Simpsons! Yes, that's right, everybody's favorite nightime animated comedy family, The Simpsons, will star in a NES game early next year. Bart Simpson discovers that his town is being invaded by aliens disguised as humans. He must go around and convince his neighbors that these innocent looking people are actually invaders, while trying to avoid having a cow, man.

BEETLEJUICE



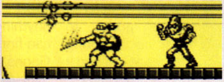
NES and Game Boy games starring that kooky spooky spirit, Beetlejuice, are on their way from LJN!

LASER SCOPE VOICE COMMAND STEREO HEADSET

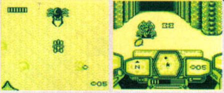


This unusual controller from Konami was turning heads at the CES.

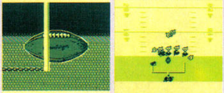
GAME BOY



Game Boy was a big hit in Chicago. From sports to RPGs, this hand held sensation had it all. Action and adventure game highlights included Duck Tales from Capcom, Teenage Mutant Ninja Turtles and Skate Or Die from Ultra and Dragon's Lair: The Legend from CSG Imagesoft.



Cosmo Tank from Asuka is a great science fiction tank battle game that encompasses a wide variety of game play viewpoints.

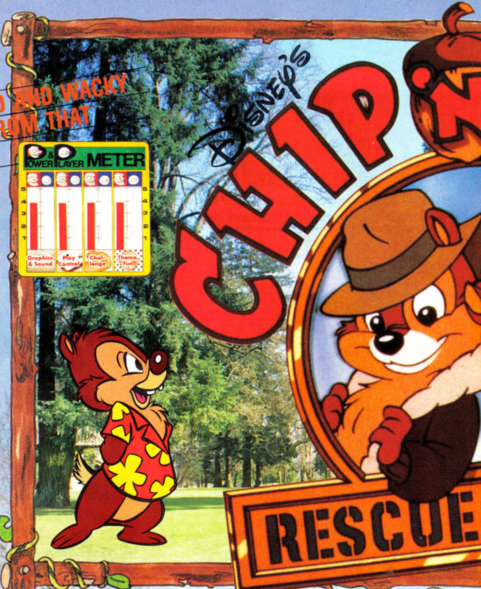


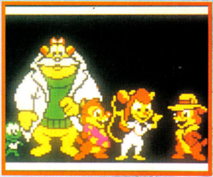
In the sports arena, Nintendo's Play Action Football was notable for its ease of play and great action.

LOOK FOR MORE ON THESE AND OTHER HOT GAMES FROM THE SUMMER CES IN FUTURE ISSUES OF NINTENDO POWER!

JOIN CHIP AND DALE IN A WILD AND WACKY ADVENTURE TO SAVE GADGET FROM THAT BIG CITY BAD GUY: FAT CAT!

Those amazing pint-sized detectives, the Rescue Rangers, are ready for their greatest adventure ever in the lastest Disney character game from Capcom! That frightening feline, Fat Cat, has kidnapped their pal Gadget. Now Chip and Dale have got to face a slew of Mechanical Dogs and Robot Rats to save her from Fat Cat's clutches. Jump into the action and go for a chipmunk-sized romp through the human-sized world!

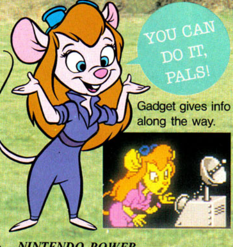

Disney's
CHIP
RESCUE
POWER & PLAYER METER
5
4
3
2
1
Graphics & Sound
Play Control
Challenge
Theme, Fun



The heroes are ready for a wild adventure with help from the whole terrific team of Rescue Rangers.

TEAMWORK IS A MUST!

Grab a friend and take off with both Chip and Dale or go solo. Two-player action makes for ten times the fun!


YOU CAN DO IT, PALS!

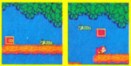
Gadget gives info along the way.

HOW TO PLAY

Here are the basic techniques you must to master if you're going to have a fighting chance at making it all the way to Fat Cat's hideout.

QUICK! HIDE IN HERE!

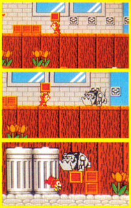
Pick up a Crate and press Down on the Control Pad to hide inside.



Hold Down to hide.

THROW THINGS

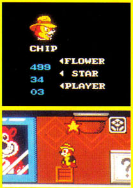
Try throwing Crates, Steel Boxes and anything else you can find at Fat Cat's Goons.



Take it and toss it. That'll teach 'em!

PICK UP FLOWERS AND SAVE STARS

For every 50 Flowers or 10 Stars you collect, you'll get a 1-Up! Look everywhere for them!

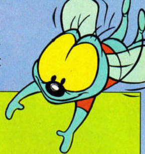

CHIP
499 ◂FLOWER
34 ◂ STAR
03 ◂PLAYER

Search carefully for Flowers and Stars.

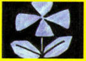
DALE
TM
RANGERS

SPECIAL ITEMS

Energize, then eliminate enemies with a bunch of great stuff you'll find on the way.

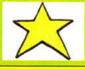


FLOWERS



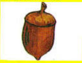
Collect 50 and earn a 1-Up.

STARS



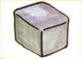
Collect 10 for a 1-Up.

ACORNS



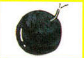
Get an Acorn for energy.

STEEL BOXES



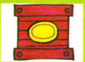
Pick 'em up and stack 'em for height.

BLACK BALLS

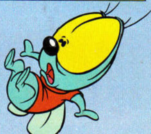


Toss them quickly or they'll explode!

TREASURE CHESTS



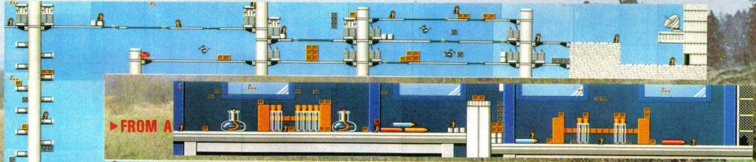
There's some great gear inside!

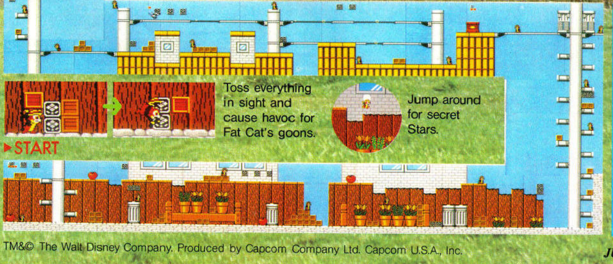


ON TO THE FIRST STAGE! THE PARK AND POWER LINES!

The Rescue Rangers think they're going to help Mandy find her lost cat but, in fact, Fat Cat is scheming to kidnap Gadget! Fat Cat has set plenty of traps, so be on the lookout for anything fishy! Start in the park and move on!

Zipper will make you invincible.



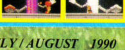


Toss everything in sight and cause havoc for Fat Cat's goons.

Jump around for secret Stars.

BEAT THE BRUSHER!

The multi-armed machine tosses sparks. Get out of the way and throw the ball at the bulb.



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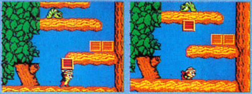
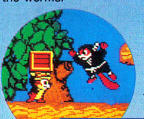
●ZONE A●

UP, UP AND AWAY

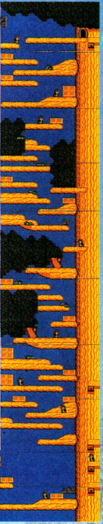
Our heroes have got to get to the top of a huge tree to clear Zone A and the enemies are coming out of the woodwork to stop them! Keep climbing and hide inside the Crates when the creeps get too close.

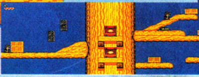


Throw the Crates straight up to de-branch the worms.



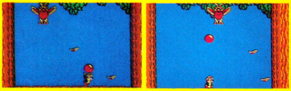
Beware of the Ninja Flying Squirrels. They're fast!





OWL ATTACK!

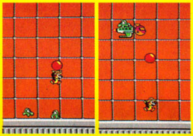
Make the treetops safe by knocking this big bird to the ground. Watch for falling feathers and send the ball skyward.



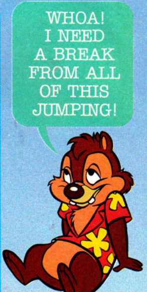
Stay on your toes and connect five times to clear the tree.

SCRAP THE SPACESHIP

It looks like a toy but the ship at the end of Zone B sends out some serious aliens. Stop it!

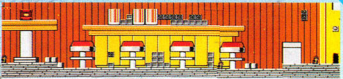


Leap over the aliens and aim for the ship.

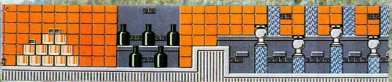

WHOA! I NEED A BREAK FROM ALL OF THIS JUMPING!

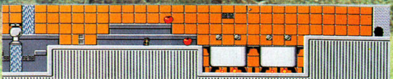
●ZONE B●

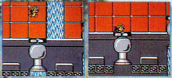
COFFEE SHOP AND KITCHEN CAPERS



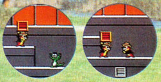
The Rescue Rangers are in for a big surprise when they visit a local restaurant looking for Gadget and end up meeting themselves instead! Is it really them, or impostors? Go there and find out!



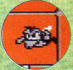




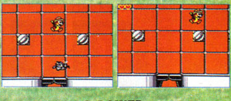
Cut off the flow of the water by jumping the tap tops three times.



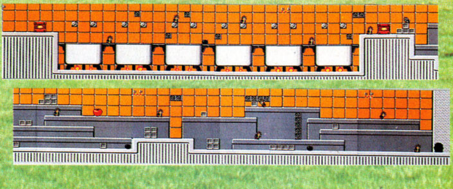
Ditzes can change their shape. Don't get confused!



Buzzers make a beeline right for you. Jump as they approach.



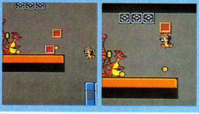
Wait, jump and go!



●ZONE C●

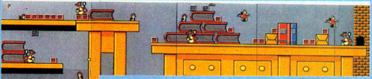
LIBRARY DISTURBANCE

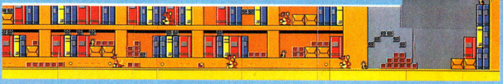
The library's been taken over by mischievous marsupials! Racquet Roos are known for causing a ruckus and they're making a mess of this place! There's no time for reading! Jump over the stream of tennis balls and keep moving through Zone C!



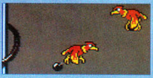
Take a Crate up with you and toss it to the Racquet Roo!

▶ START



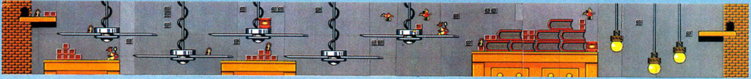


TO A▶



Stun the Hawk Bombers as they're hovering. You'll get them every time.

▶ FROM A



●ZONE D●

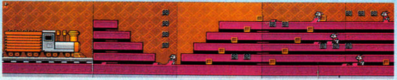
CHIPMUNKS IN TOYLAND

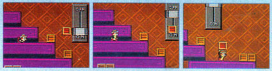
Talk about a land of misfit toys! The gadgets and gizmos in Zone D are in bad shape! Chip and Dale have got to knock some sense into them with some well-placed Crates!

Get close and Rug Rabbits will run!

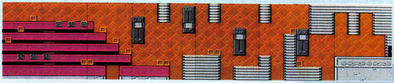
C'MON DALE! THERE'S NO TIME TO WASTE!

▶ START





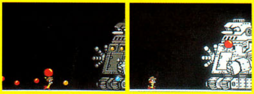
Shut off the stream of balls at the source! Aim for the switches!



TO A▶

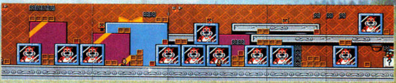
WRECK THE ROBOT

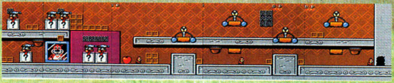
This mechanical wonder has sturdy armor but if you aim for the lights on its front panel, you'll be able to send it to the scrap heap. Watch out for a shower of toy balls!



Look for a hole in the ball shower.

▶ FROM A



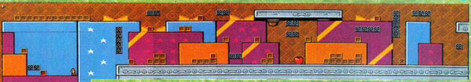


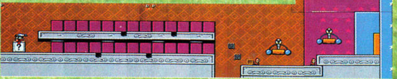
TO B▶

Keep the Top from teetering with a toss!

Don't get caught off guard by the Clowns!

▶ FROM B





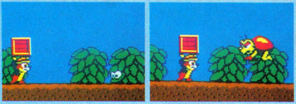
Outrun the cascading Dominoes!

ZONE E

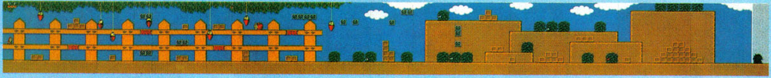
RURAL ROMP

There isn't anything but big bugs in the country setting of Zone E. Chip and Dale have got to get around these crawling creatures and continue their search elsewhere.

Toss Crates at cocooned creeps.

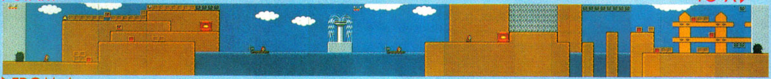


Beetles in bushes leap when you get too close! Watch out!



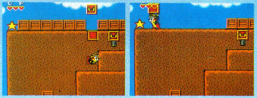
▶START

TO A ▶

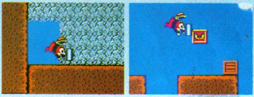


▶FROM A

TO B ▶



Climb up to the top and work your way to the 1-Up Star!

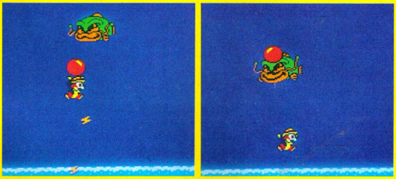


Take the Hammer and break on through.

Don't let the Buzzers and Beetles bug you!

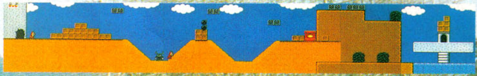
SINK THE FISH

The green Grouper at the end of Zone E swims fast and sends out an electrical storm of sparks. Think fast and toss the ball as soon as you have a clean shot.



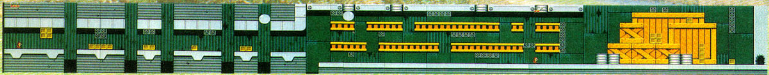
Swim from the sparks and toss the ball quickly!

▶FROM B

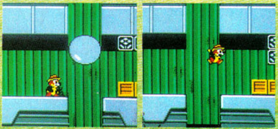


ZONE F

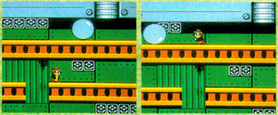
ROLL OUT THE BEARINGS



▶START



Wait for the balls to pass and jump!



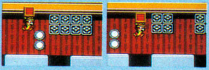
The balls always follow the same pattern. Study them and collect all the Flowers.

Big ball bearings and steel pipes are the main features of Zone F. Watch the roll of the balls and avoid getting bowled over. Timing is key in this mechanical mayhem.

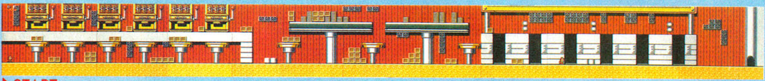
●ZONE G●

FAT CAT'S CASINO

The only sure thing in this Zone G gambling room is that the clientele are mean and nasty. Watch for hat tossing 'gators and rough-housing rhinos.

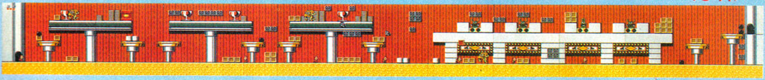


You'll really clean up at the casino.



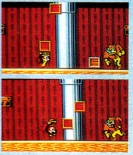
▶START

TO A▶



▶FROM A

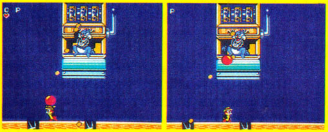
TO B▶



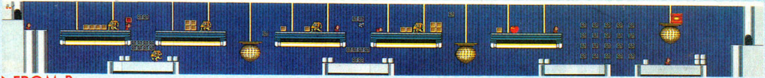
Beware of this bruiser. He really plows the Crates.

FELINE FOOLISHNESS

This cat is no match for the Rescue Rangers! As soon as you get into the room, jump over the first spike and move into the center. Then toss the ball straight up and clobber the Cat. When he throws balls straight down, move to the left slightly to redirect the flow.

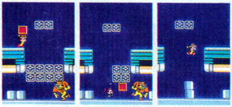


Toss the ball straight up! Jackpot!

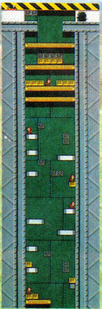


▶FROM B

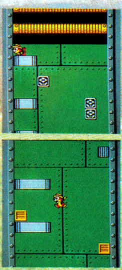
TO C



Knock out the Rhinos. Then stack the Steel Boxes and climb up!



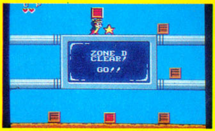
▶FROM C



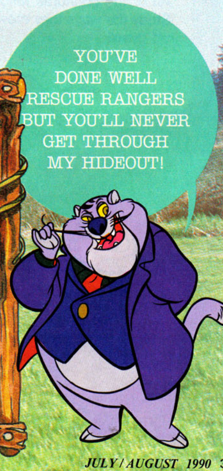
Zig zag upward and be careful not to get onto a pipe as it's going into the wall.

CLEAN UP IN THE BONUS ROUND

After you clear a Zone, you'll end up in a room full of Crates. There are Stars or Flowers under every one.



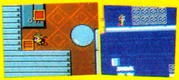
Time is short. Get the Stars on the top first. Then go for the Flowers.

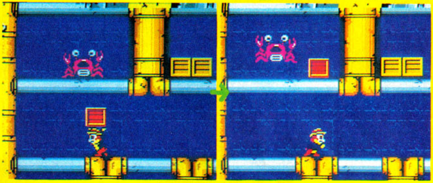

YOU'VE DONE WELL RESCUE RANGERS BUT YOU'LL NEVER GET THROUGH MY HIDEOUT!

TECHNIQUES TO REMEMBER

THROW THINGS IN ALL DIRECTIONS

Remember that you can toss Crates and other stuff left, right and straight up. Overhead enemies are no problem when you use an air attack.





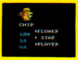
Unload on enemies upwards and win big!

TAKE IT SLOW

There's no backtracking allowed so you should advance slowly and make sure that you leave nothing behind.

KEEP TABS ON THE FLOWER TOTAL

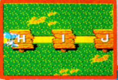
When you collect 50 Flowers a 1-Up Star floats onto the screen. Keep track of your total Flowers and make sure this happens at an opportune time.



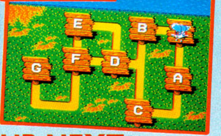
KNOW YOUR ENEMIES

All of the creatures follow basic patterns. Study the ways they move and catch them off guard.

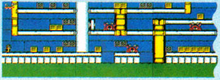
WAIT! THERE'S MORE!



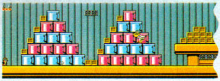
After you clean out Zone G, you'll rocket to another area!



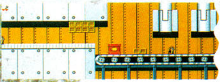
UP NEXT...



Take on a cast of crazy crabs and Flying Squirrels in the Zone H maze of pipes and blocks.



Electric fans make for windy conditions in Zone I. Watch out for Crate spitting Pelicans, too!

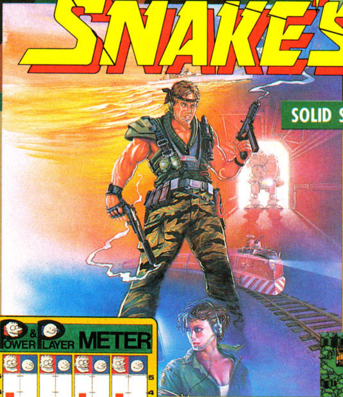


You're at Fat Cat's Home Base at last! Zone J is riddled with dangers. Take it one step at a time!

GO GET 'EM RESCUE RANGERS! FAT CAT'S WAITING!

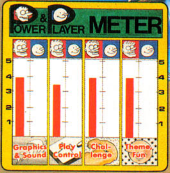
YOU'RE NO MATCH FOR ME! HA!

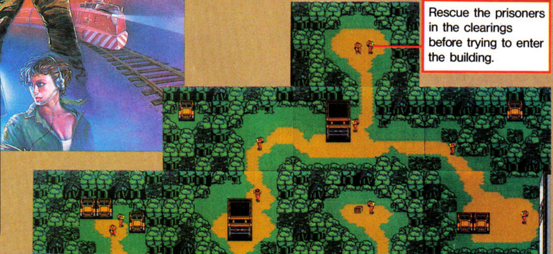
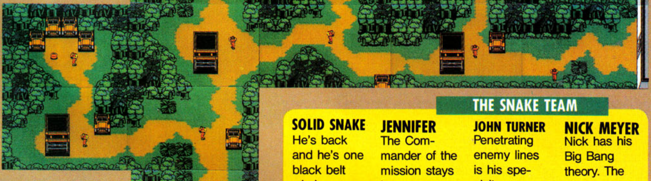
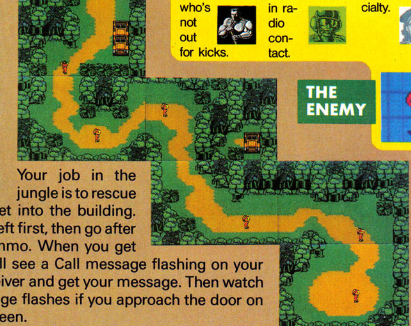
SNAKE'S REVENGE™



SOLID SNAKE IS ON A NEW MISSION BEYOND THE EDGE

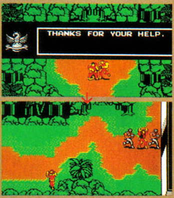
Back behind enemy lines, Solid Snake has his work cut out for him. The toughest commando since Rambo is on his own, although he might get a little help from his friends. To win through to the end you'll need cat-like reflexes and at least nine lives. Luck helps.



Rescue the prisoners in the clearings before trying to enter the building.

In Metal Gear no one could put an end to this one man tornado.



THANKS FOR YOUR HELP.

Your job in the jungle is to rescue the two prisoners and get into the building. Collect rations far to the left first, then go after the prisoners and the ammo. When you get near the lower door you'll see a Call message flashing on your screen. Switch to Transceiver and get your message. Then watch and wait. The Call message flashes if you approach the door on the lower part of the screen.

THE SNAKE TEAM

SOLID SNAKE He's back and he's one black belt who's not out for kicks.

JENNIFER The Commander of the mission stays in radio contact.

JOHN TURNER Penetrating enemy lines is his specialty.

NICK MEYER Nick has his Big Bang theory. The bigger the bang the better.

THE ENEMY

Enemy commander's will do all they can to stop Snake.

?

Somewhere ahead is the mastermind behind all this trouble.

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INSIDE THE WAREHOUSE

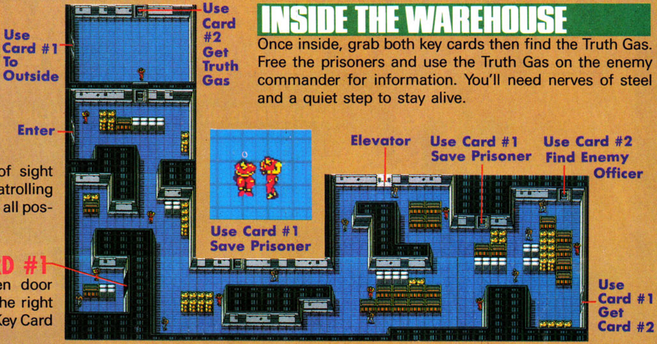
Once inside, grab both key cards then find the Truth Gas. Free the prisoners and use the Truth Gas on the enemy commander for information. You'll need nerves of steel and a quiet step to stay alive.

Use the Silencer to avoid attracting attention.

Keep out of sight of the patrolling guards if at all possible.

GET CARD #1

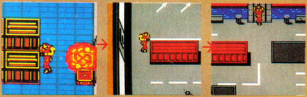
In the open door shown to the right you'll find Key Card #1.

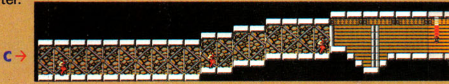

Use Card #1 To Outside
Enter
Use Card #2 Get Truth Gas
Use Card #1 Save Prisoner
Elevator
Use Card #1 Save Prisoner
Use Card #2 Find Enemy Officer
Use Card #1 Get Card #2

BEYOND THE WAREHOUSE

After surviving the warehouse you might think you deserve a rest. No such luck. The elevator takes you to a sideview area where you'll fight off more attackers and use your Oxygen Tank underwater. You are close to the ship now.

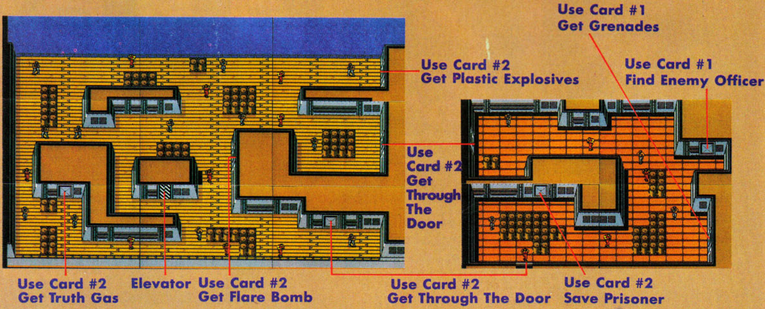
In this long passage you'll have to take on attacks from both the front and the rear. The Submachine Gun can help. To make it past the underwater section you'll need to have found the Oxygen Tank back in the warehouse. Don't use Plastic Explosives or Grenades in this area.



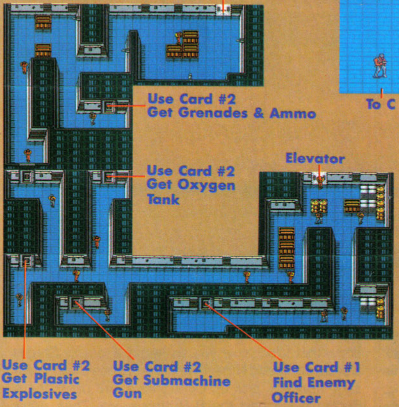

C →
→ To The Ship

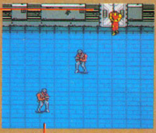
ALL HANDS ON DECK

The enemy ship is swarming with guys who would like to ruin your day. You're going to try to blow it sky high, but first get the items shown on the maps, rescue the prisoners, use Truth Gas on enemy officers and stay alive. As usual, that's easier said than done. Lots of practice helps.


Use Card #1 Get Grenades
Use Card #2 Get Plastic Explosives
Use Card #1 Find Enemy Officer
Use Card #2 Get Through The Door
Use Card #2 Get Truth Gas
Elevator
Use Card #2 Get Flare Bomb
Use Card #2 Get Through The Door
Use Card #2 Save Prisoner

B-1

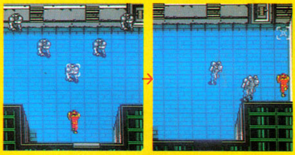

Elevator
Use Card #2
Get Grenades & Ammo
Elevator
Use Card #2
Get Oxygen
Tank
Use Card #2
Get Plastic
Explosives
Use Card #2
Get Submachine
Gun
Use Card #1
Find Enemy
Officer



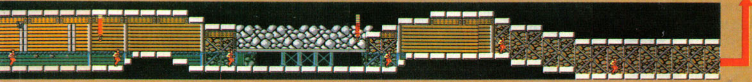
On the lower level of the warehouse you'll find even more trouble. Long narrow corridors are tough to pass. Sometimes you can wait for a guard to turn away or you can hide while he comes closer. Try to be invisible.

TACKLING THESE GUYS

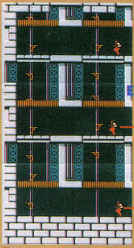
They may look like the front line of the Chicago Bears but they're tougher by far. Your only way past them is by throwing Grenades, and each throw must be perfect.



The Submachine Gun and Hand Gun will work, but it takes more ammo than you're likely to have.

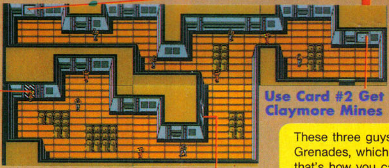


ELEVATOR

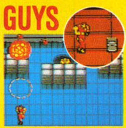

Elevator
B-1
B-2

Take the elevator down to the ammo dump in the hold.

B-1

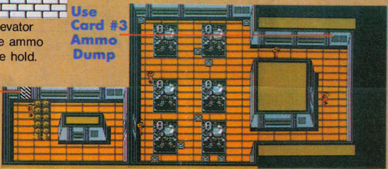

Use Card #2
Get Flare Gun
Use Card #2 Get
Claymore Mines
Use Card #3
Get Mine Detector

GRENADE GUYS

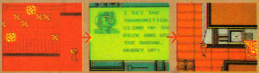


These three guys try to defeat you with Grenades, which is fair enough because that's how you can defeat them. Again, the Grenade must be perfectly thrown.

B-2


Use
Card #3
Ammo
Dump
Elevator

Once the ammo dump is blown using Plastic Explosives you'll only have a short time to get away. Go back up to the deck and use the door to the right of where you found the Flare Bomb. Keep moving to the right to escape.



I SET THE
TRANSMITTER
CLIMB UP TH
DECK AND US
THE RADAR.
HURRY UP!

CLASSIFIED INFORMATION

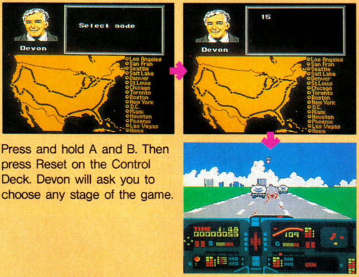
NINTENDO POWER TOP SECRET

KNIGHT RIDER™

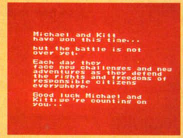
From Agent # 414

Stage Select

Now you can travel to any city on Michael and Kitt's trail instantly! Our Agents have discovered a quick maneuver that will allow you to select stages of this challenging driving game from the very beginning. Just press and hold the A and B Buttons at the same time and press the Reset Button on the Control Deck. Then release the A and B Buttons and choose either the Mission or Drive options. When Devon appears, he'll say "Select Mode." Press Up and Down on the Control Pad to change the stage number and press Start to begin when you reach the desired stage.



Press and hold A and B. Then press Reset on the Control Deck. Devon will ask you to choose any stage of the game.



Michael and Kitt
have won this time...

but the battle is not
over yet.

Each day they
face new challenges and new
adventures as they defend
the rights and freedoms of
responsible citizens
everywhere.

Good luck Michael and
Kitt;we're counting on
you...

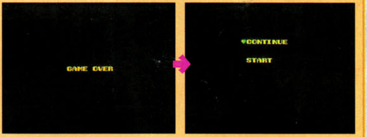
To see the message when the game is completed, press and hold the Select Button and press Reset on the Control Deck. Mission accomplished!

DOUBLE DRAGON II

From Agent # 810

Last Stage Continue

Here it is! Our Agents have at last discovered the code that will allow you to begin again in Stages Seven, Eight and Nine. When the "Game Over" message appears, pick up Controller II and press the A Button twice and the B Button twice. Then press Down, Up, Right and Left on the Control Pad and wait. In a few seconds, you will be given the option to Continue or Start over. If you are playing a one-player game, you can still select a two-player game (2P Play B) and finish off the other player's fighters and build up to seven fighters in reserve!



As soon as "Game Over" appears in the last three stages, press A, A, B, B, Down, Up, Right and Left on Controller II. Then wait for a few seconds and continue!

DOUBLE DRAGON II CONTINUE CODES

STAGES	CONTROLLER	CODE
1-3	I	↑ → ↓ ← AB
4-6	I	↑ → ↓ ← AB
7-9	II	AABB ↓ ↑ → ←

1-3

4-6

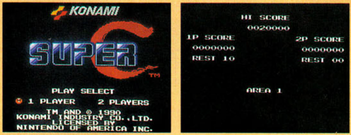
7-9

SUPER C

From Agent #404

Ten Is Better Than Three

Blast the alien armies with the strength of ten men! You can triple your chances in this super challenging game with a great life increasing code. When the title screen appears, press Right, Left, Down and Up on the Control Pad. Then press the A Button, the B Button and Start. Your game will begin with ten fighters in reserve. If you want to play a two-player game with this increased number of combatants, first press the Select Button to move the cursor to the two-player option then enter the code!


KONAMI
SUPER C
PLAY SELECT
1 PLAYER
2 PLAYERS
TM AND © 1990
KONAMI INDUSTRY CO.,LTD.
LICENSED BY
NINTENDO OF AMERICA INC.
HI SCORE
0020000
1P SCORE
0000000
REST 10
2P SCORE
0000000
REST 00
AREA 1

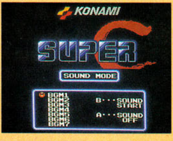
Press Right, Left, Down, Up, A, B and Start to begin with ten soldiers in reserve.

→ ← ↓ ↑ AB

From Agent #987

Sound And Music Demo

Our Agents on the front line have discovered a built-in music and sound effect demonstration that will allow you to listen to the sounds of Super C without dodging bullets or bombs. At the title screen, just press and hold the A and B Buttons and press Start. The words "Sound Mode" will appear on the screen. Select the individual sounds and press B to start the effect and A to stop.

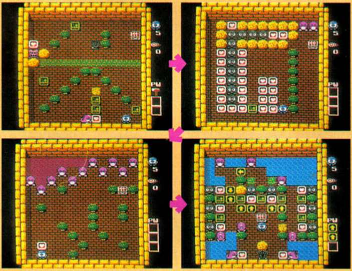

KONAMI
SUPER C
SOUND MODE
BGM1
BGM2
BGM3
BGM4
BGM5
BGM6
BGM7
B···SOUND START
A···SOUND OFF

ADVENTURES OF LOLO 2

From Agent #789

Pro Mode

For Adventures of Lolo fans nothing beats a new set of rooms with more mind boggling puzzles. That's exactly what you'll find in the Adventures of Lolo 2 Pro Mode. Enter the password, PROA, for the first room and use PROB, PROC and PROD for the others.



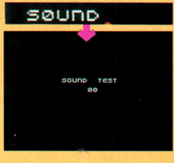
New puzzles await LoLo 2 players in the Pro Mode.

GODZILLA

From Agent #777

Sound Test

Listen to the sounds of Godzilla's romp by entering "SOUND" as your password. Use a zero in the password instead of the letter "O". Then press the Start Button to begin and change the sound number by pressing Up and Down on the Control Pad. Begin the selected sound by pressing the A Button and stop the sound by pressing the B Button.


S0UND
SOUND TEST
00

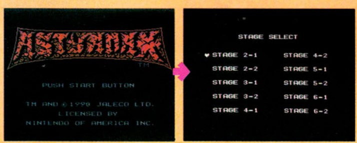
CLASSIFIED INFORMATION

ASTYANAX

From Agent #710

Stage Select

Jump instantly to the advanced stages of this mysterious quest with a quick and easy maneuver! On the title screen, press Up, Down, Left and Right on the Control Pad and press the B Button four times. Then press the Start Button and a Stage Select screen will appear giving you the option to start at the beginning of any stage between 2-1 and 6-2. Move the cursor to the desired stage by pressing the Select Button and press the A Button to begin!


ASTYANAX TM

PUSH START BUTTON

TM AND © 1990 JALECO LTD.
LICENSED BY
NINTENDO OF AMERICA INC.

STAGE SELECT

♥ STAGE 2-1	STAGE 4-2
STAGE 2-2	STAGE 5-1
STAGE 3-1	STAGE 5-2
STAGE 3-2	STAGE 6-1
STAGE 4-1	STAGE 6-2

At the title screen, press Up, Down, Left, Right, B, B, B, B and Start to choose your stage.

Invincibility!

Instead of skipping stages, you might decide to fight through each chapter of the game with unbeatable strength. Our Agents have discovered a move that will build your defenses to the point where enemy contact is completely ineffective. At the title screen, press Up, Up, Up, Up, Down, Left, Right and Up again on the Control Pad. Then press Start to begin. When you come across the strange creatures of Remlia, their offensive powers will cause you no damage at all. Fight your way to the evil wizard and save the princess from his grasp. Watch your step, though. Your character will be invincible but you will still lose a life if you fall past the bottom of the screen.

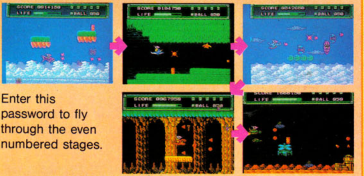
Fight through Remlia unharmed.

XEXYZ

From Agent #067

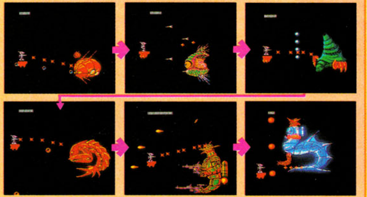
Skip Odd, Skip Even

Our Agents have found two very special codes that will allow you to skip the adventure portions of this challenger and go straight to the action scenes. On the title screen, choose to continue and enter "A2A4A6A8A0" as your password. You'll immediately board your vehicle and fly through Stage Two. Once you defeat the huge ship at the end of the stage, you'll fly through Stage Four. This pattern of only even numbered stages will continue through Stage Ten and then the game will resume to normal play in the final two stages.



Enter this password to fly through the even numbered stages.

Enter the password "BBA1357912" at the beginning of the game and as soon as you start, you'll encounter the enemy at the end of Stage One. Next, you'll meet the Stage Three leader and then the Stage Five leader. This pattern will continue until you get to the creature at the very end of the game!



This password will send you exclusively to the leaders of the odd numbered stages.

BURAI FIGHTER

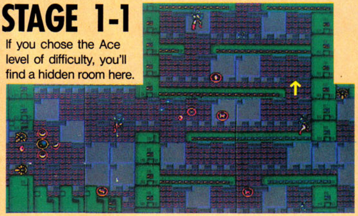
FROM AGENT #562

Hidden Passages

Blast through space with some extra items by entering hidden rooms that our Agents have found in the first two stages of this outer space action thriller.

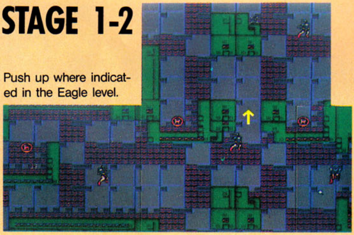
STAGE 1-1

If you chose the Ace level of difficulty, you'll find a hidden room here.

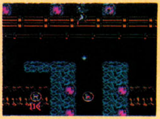


STAGE 1-2

Push up where indicated in the Eagle level.



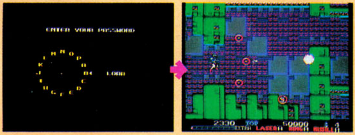
STAGE 2-3



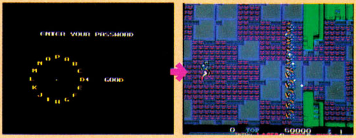
For Aces only. Push up and collect a special item. This super item will recharge your weapon strength so you can blast through the rest of the stage.

Extra Strength, Extra Challenge

Start your mission with Lasers, Rings and Missiles at maximum strength! Just enter the password "LOBB" and you will be ready to take on anything in your path.



If you have aced the game in the most difficult level, here's how you can get to an even more challenging level. Enter the password "GOOD" and get moving!



Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

NINTENDO POWER

The Mafat Conspiracy™

THE DUKE OF SECRET AGENTS, GOLGO 13, IS BACK IN A NEW NES EPISODE!

Need a world endangering scheme foiled? A hit on an impossible target? A fantastic rescue made? If you can contact him, and if your case fits his eccentric code of ethics, Golgo 13, the top "troubleshooter" in the world, is your man. When a revolutionary group known as Mafat takes control of a deadly satellite capture system and starts a dangerous war between secret agents, the CIA persuades G-13 to take the mission of stopping their plot. His assignment: rescue the kidnapped professor, Dr. Barrows, destroy Mafat's organization and smash the satellite capture system!

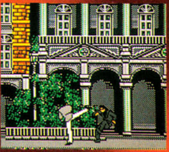
ACT.1 PROLOGUE IN PARIS

SCENE 1

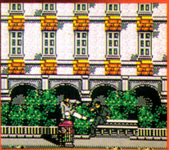
According to CIA intelligence, Mafat holds Dr. Barrows prisoner somewhere in Paris. Before G-13 begins his search for the professor, he requires a gun that is untraceable. The CIA arranges for G-13 to pick-up of a high powered Python pistol at the Arc De Triomphe.

MARTIAL ARTS ACTION

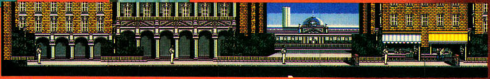
Duke Togo must put up his dukes and brawl his way to James, his CIA contact man. Mafat agents along the Champs Elysees have been alerted that G-13 is on his way, and have been ordered to stop him.

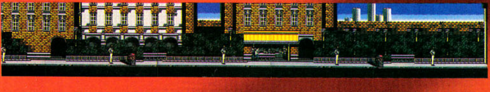


G-13's powerhouse kick renders the opposition unconscious.



Edge close to gun toting thugs, duck under their fire, and use your kick.

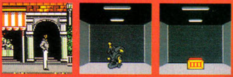




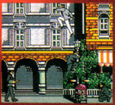
TM&© 1989 Vic Tokai Inc.

SCENE 2&3

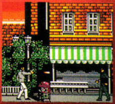
Once he's obtained the Python, G-13 can blaze a trail through the agents who are trying to stop him. Another CIA contact in the art museum on the Champs Elysees has a code card which will bypass the electronic security system in Mafat headquarters. With this card, G-13 can enter and go freely through the building.



The doors along the Champs Elysees lead to 3-D mazes where G-13 can replenish ammunition. Going in and out also resets the timer.



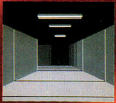
Shoot enemy agents as soon as they appear on the edge of the screen.



As an Olympic class athlete, Golgo 13 can make spectacular leaps.

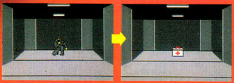
SCENE 4

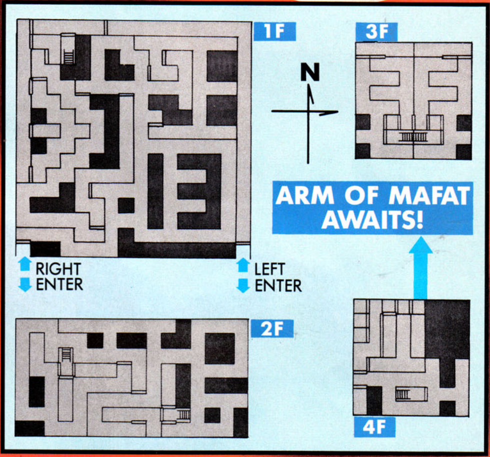
Mafat holds Dr. Barrow captive in the Trade Office on Bastille Boulevard. This imposing structure is four floors high, and G-13 must explore it in a puzzling 3-D perspective maze.



WHERE'S YOUR HALL PASS?

Follow the maps carefully; it's easy to get lost in this place. A fourth floor guard gives you a first aid box when he's defeated. Defeat this guard, collect the first aid, back track, and return. The guard will be there again; repeat the process to fully power-up.



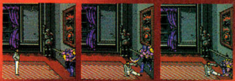


SCENE 5&6

On the top floor of the Trade Office, Arm Of Mafat, a sword wielding martial artist and high ranking Mafat boss, gloats to Golgo that he has arrived too late to rescue Dr. Barrows. To compound the problem, he wants to have a quick sparring match with G-13—to the death!

ARM OF MAFAT

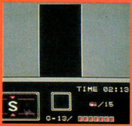
To beat Arm Of Mafat, rush him when he's at the very edge of the screen. Kick him repeatedly and he will be trapped against the edge of the screen.



Straight karate kicks will break the Arm Of Mafat in no time!

A RACE AGAINST TIME!

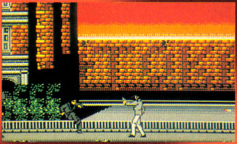
Upon his defeat, Arm reveals that the Trade Office is rigged to explode! Golgo 13 must make his way out quickly, with only five minutes to get through all four floors! Follow the maps closely and don't take a wrong turn.



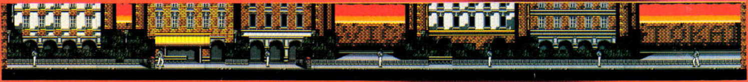
ACT.2 ESCAPE TO VENICE

SCENE 1

After avoiding Mafat's death trap, Golgo 13 is cornered by Gerbich, Chief of the KGB, who demands to know G-13's role in the ongoing conflict. Golgo 13's code of ethics prevents him from revealing any information. As Gerbich leaves, James appears and tells Golgo that someone escaped in a helicopter from the Trade Building to Venice, Italy...

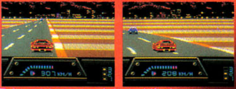


On his way to Venice, KGB agents sent by Gerbich attack Golgo 13.



SCENE 2

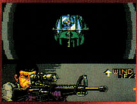
Golgo 13 is rescued from the KGB by a girl from the CIA in a souped-up Ferrari. This well-nigh invulnerable car is armed with bombs and has a top speed of 300 km/hr.



Drive at top speed, but shift down to second gear as you go into turns.

SCENE 3

Gerbich, outraged at Golgo 13's refusal to cooperate, attacks the Ferrari from a helicopter. But Golgo has a high-powered rifle and can nail Gerbich first; however, he'll have to do it with a single shot.



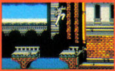
Take your time and correct your aim for wind velocity. If you miss, you'll have to repeat Scene 2.

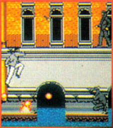
ACT.3 IN VENICE

SCENE 1,3,4&6

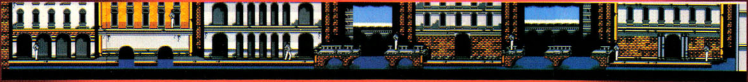
With Gerbich gone, the KGB pursuit falters and G-13 makes it to Venice. The thugs in the city are tough and attack swiftly, throwing bombs or knives. G-13 will have to travel these streets many times before he meets up with James, obtains an S & W M56 pistol and has time for some evening rest and recreation.

To leap these gaps, stand on the edge and jump while holding Up and Right (or Left, depending the direction you're jumping.)



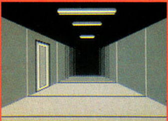


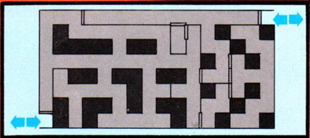
Make short jumps to avoid the bombs these assassins throw.



SCENE 2&5

The only way to get through the twisting streets of the City Of Canals involves a side trip through this building. Stick to the path that goes around the edge of the place.



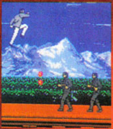


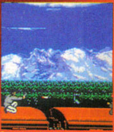
ACT.4 THE ORIENT EXPRESS

SCENE 1&2

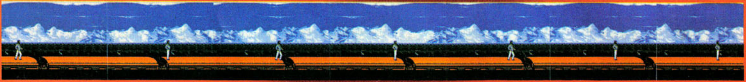
Tipped off by information provided by the CIA, Golgo 13 is hot on the trail of Armad Khan, a terrorist who may be mixed up with Mafat. G-13 books passage on the same train Armad is on, but this isn't a pleasure trip. Armad's killers are on the roof of the train, and are spoiling for a fight with Duke Togo.

Duck or jump to avoid the fire from the shotguns of Armad's thugs.





Shoot the enemy as soon as you see him appear on the edge of the screen.

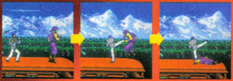


SCENE 3

At the end of the train, Armad Khan waits for Golgo 13. This whirling Afghan dervish is master of a complicated fighting technique that's mainly for show.

ARMAD KHAN

Corner Armad against the edge of the screen and kick repeatedly.

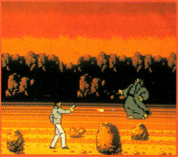


ACT.5 AFGHANISTAN AND BEYOND

From Armad Khan, G-13 learns that the Mafat base is somewhere in Afghanistan. But before Armad can reveal its exact location, an assassin in a helicopter eliminates him. G-13 begins his search in the wild, mountainous desert of Afghanistan.

SCENE 1&2

Rugged humans and strange creatures inhabit the remote areas of the Afghan desert. These beings move fast and usually take several hits to eliminate.



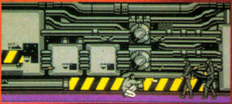
Spare no ammo in dusting the hardy inhabitants of the desert.

SCENE 3&4

By a stroke of luck, Golgo 13 has stumbled upon a mysterious cave in the desert. Could this lead to Mafat's Base? There's only one way to find out . . .

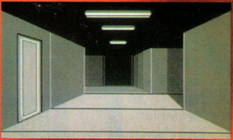
SCENE 5

Deep in the earth, death brews in Mafat's laboratory. The final secret hideout is a challenging labyrinth that will test every ounce of Golgo 13's leaping and shooting skills.



SCENE 6

A final 3-D building to conquer—the end of Golgo 13's mission lies beyond this obstacle.



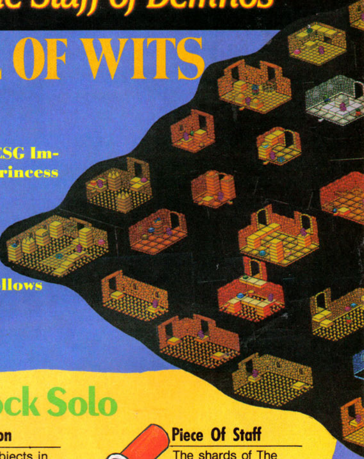
Will Golgo 13 smash the plans of the Mafat Revolutionary Group? Or will this be the first mission that he's ever failed to complete? The answer is up to you!

Solstice™

The Quest for the Staff of Demnos

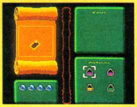
A DARING TRIAL OF WITS AND SKILL BEGINS

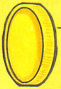
In the fantasy world of Solstice, a new game from CSG Imagesoft, the evil wizard Morbius has taken a fair princess prisoner. Her only hope for rescue is Shadax the Sorcerer, who must find the pieces of a mystic staff in order to gain the power needed to defeat Morbius. Shadax learns the shards of the staff are hidden in the many rooms of Kastlerock, an ancient fortress of sinister disposition. Solstice follows the action as Shadax explores this castle, one of the most puzzling and unique fantasy locations in video games.



Shadax Tackles Kastlerock Solo

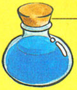
Shadax alone knows of the legendary Staff Of Demnos; his mission is a solitary one. He will have few items to help him, so strategic and sparing use of these is a must.





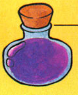
Credits

Coins which permit Shadax to continue when he loses all his lives.



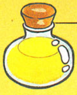
Blue Potion

This concoction grants Shadax invincibility from enemies.



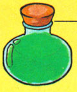
Purple Potion

All moving objects in a room are disintegrated by this potion.



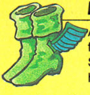
Yellow Potion

The Guardian Of Time freezes time for all moving objects.



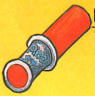
Green Potion

The Eyes Of The Blind lets you see invisible objects in a room.



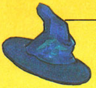
Magic Elfin Boots

A magic pair of footwear which allows Shadax to jump higher.



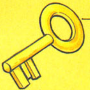
Piece Of Staff

The shards of The Staff Of Demnos are Shadax's goal.



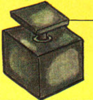
Hats Of Life

Hats Of Life give Shadax an extra life. He can and should collect many.



The Four Keys

Keys make blocks appear in certain rooms or make doors appear in walls.



Detonator And Bomb

These magical triggering devices explode bombs, opening new areas of the castle.

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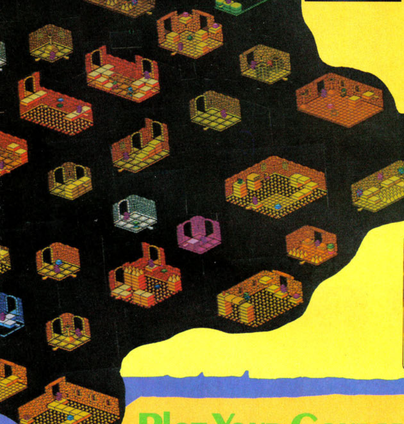
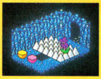
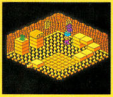
Mystic Methodologies

BLOCKS ARE SHADAX'S SALVATION

The blocks Shadax finds can be used in many ways. You can jump on the large pyramid spikes by placing a block on the spike and jumping on the block. (But even blocks won't protect you from the needle spikes.) You can also travel on the head of a creature by placing a block on its head and then jumping on the block. (But some creatures can knock the block off their head after a time.)

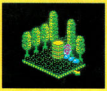






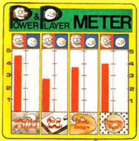
JUMPING TRICKS

Using blocks, you can jump 3 blocks high before you get the boots, and 4 blocks high after. Pick up a block, jump, and quickly drop the block in mid-air and jump again. Activate a Yellow Potion, and you can cross a room in mid-air by picking up a block and jumping at the same time (press A and B simultaneously), then quickly dropping the block (press the B Button again). Repeat the process to travel up and/or across.



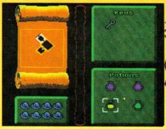
UNORTHODOX USES

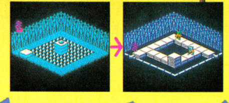
Potions and Hats may be pushed like blocks and used as stepping stones, but pressing B will collect the object. If you use both the Yellow and Blue Potions in the same room, you can use creatures like blocks and stand on them, but you can't pick them up.



Plot Your Course With The Magic Map

The subscreen map lets you know where you've gone, and also indicates the locations of secret entrances and of rooms above and below the one you're in. Rooms shown on the map with a white outline have areas above and/or below them that are worth your while to explore. Floating blocks that move will take you to an upper or lower room. Be careful not to vaporize them with a Purple Potion.



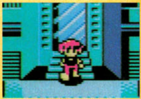


Kastlerock can be confusing at first, but it's a fantastic and unique gaming environment. Take the time to master Shadax's moves and whatever you do, have courage; only you can save your world!

CRYSTALIS™

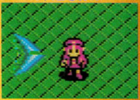
You've been frozen in time for 100 years when you wake up to find the world has been transformed. Monsters and magic are everywhere, and the Kingdom of Draygonia is seizing power. It seems that you're not the only one who's been warming up. Now that you've been thawed out, you'll begin to unravel the mysteries hidden in this altered world and find items of power. Friends and wise people along the way will help you.

†HERO†



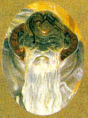
Give a name to the sleeping hero from the past. The Battery Pak can store two separate adventures.

†MESIA†



A companion from your own time has preceded you, but she is far ahead in the game.

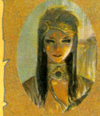
ACQUIRING THE EIGHT MAGIC SPELLS



ZEBU

REFRESH	PARALYSIS
Activate the Windmill then see Zebu.	On the path between Nadare's Inn and Portoa.

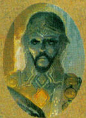
Zebu the Elder is the first of the wisemen you'll meet. You'll see him in many places.



ASINA

RECOVER	BARRIER
Visit Asina behind the throne room.	Learn to calm the Angry Sea.

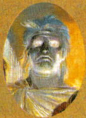
Asina's magic protects you and keeps you going. Meet her in secret places.



TORNEL

TELEPATHY	TELEPORT
Beat the Trainer in Tornel's hut.	First, obtain the Tornado Bracelet.

Tornel is a master of keeping in touch. With his magic you can reach out and touch a lot.

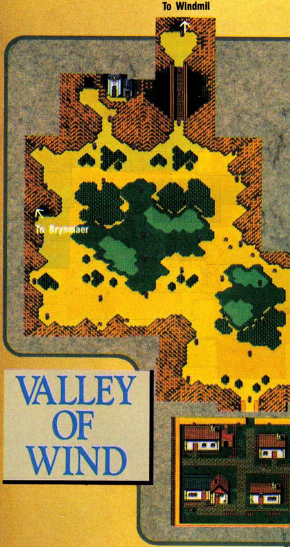


KENSU

CHANGE	FLIGHT
Paralyze the dancers in Swan.	Pass through Hell alive!

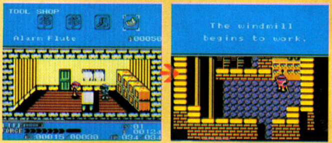
Kensu's magic is powerful, but he likes to play hide and seek.

TM&© 1990 SNK Corporation of America



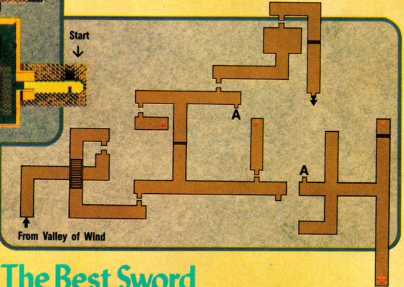
VALLEY OF WIND

Your adventure begins in the town of Leaf, south of the Valley of Wind. Talk to everyone there and explore each building. Get the Sword of Wind from the village elder and a gift of money from Zebu, then buy the Tanned Hide. Now it's time to explore the wilderness, defeat tigers and blobs and earn money and Experience Points.

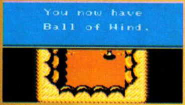

TOOL SHOP
Alarm Flute 00050

The windmill begins to work.

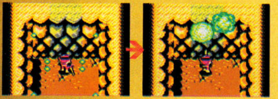
My oh my! The Windmill Guard is asleep and the Windmill has ground to a halt. Rouse that guard with the Alarm Flute.



Enter The Cavern


You now have Ball of Wind.

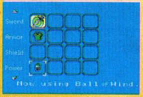
Explore the cave to collect the Ball of Wind. Activate it to give your sword a higher power level.



Using the Ball of Wind, the Sword of Wind can blow down barriers in the cave; just raise the sword's power and fire.

The Best Sword For The Job

Some mutant monsters can resist blows from certain swords. Learn which sword not to use against each enemy by listening for a metallic pinging sound. It means you need to change swords.

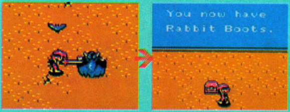


Now using Ball of Wind.

Pick a sword from the first subscreen.

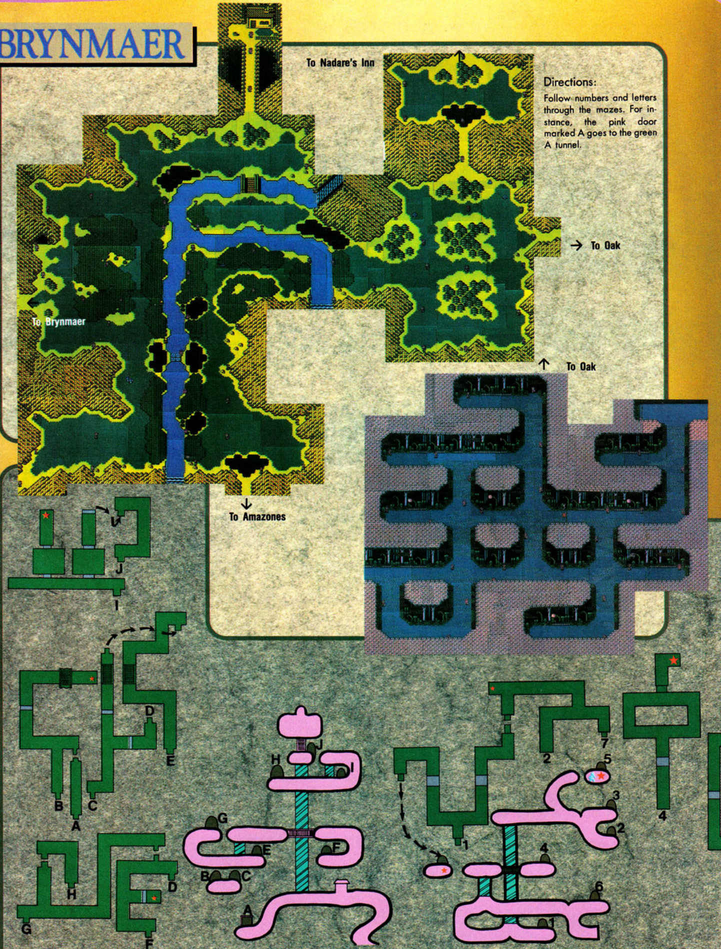
The Vampire

A lot is at stake when you meet the evil Vampire who lives in the cave. Use the full power of the Sword of Wind and make sure your Life level is full at the start.


You now have Rabbit Boots.

The hero is quick enough to dodge most attacks so learn the enemy's patterns of movement.

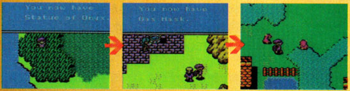
BRYNMAER


To Nadare's Inn
To Oak
To Brynmaer
To Oak
To Amazones
A
B
C
D
E
F
G
H
I
J
1
2
3
4
5
6
7

Directions:

Follow numbers and letters through the mazes. For instance, the pink door marked A goes to the green A tunnel.

Through the tunnel from Leaf you'll reach the town of Brynmaer and its surrounding fields. Better shields are available in the armor shop and it's a good idea to get one. Listen carefully to Akahana and the other people, then march out to do battle with a fearsome force of axe flinging lions and mutant mushrooms. Cross the bridge and explore the tall grass, venturing both to the North and South to learn the secrets of this land.


You now have Statue of Onyx.

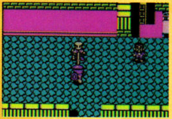
You now have Gas Mask.

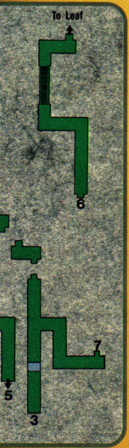
Find Akahana's statue near the river and return it. He'll reward you with a Gas Mask to be used in the eastern swamp.

Find the lost child from Oak in the southern part of the swamp and the dwarves will honor you.

Visit Tornel

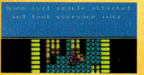
Defeat Tornel's trainer to earn Telepathy magic.





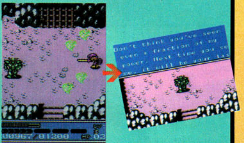
Return To Leaf

A rabbit in a hut tells you that the villagers are gone.


Some evil people attacked and took everyone away.

The General

General Kelbesque is waiting for you on the summit of Mt. Sabre. You'll win the Flame Bracelet if you defeat him.

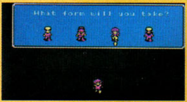

Don't think you've seen even a fraction of my power. Next time you se me, it will be your las

Use the Sword of Wind to defeat the General.

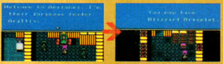
ITEMS, TREASURES AND WEAPONS

MEDICAL HERB	The Herb restores 32 points of Life Power and can be purchased almost everywhere.
ANTIDOTE	Take Antidote when you've been poisoned by mutants or you'll keep losing Life points.
LYSIS PLANT	The Lysis Plant will restore your fighting ability when you've been paralyzed.
FRUIT OF LIME	When turned to stone, take the Fruit of Lime to restore normal movement.
FRUIT OF POWER	Always carry a few of these items to recover some of your spent Magic Power (MP).
MAGIC RING	The Magic Ring will fill up your MP to its maximum level.
WARP BOOTS	When you need to travel from one town to another, do it quickly with the Warp Boots.
INSECT FLUTE	Get this in Oak for your heroism, then use it against the Monster Bug in the swamp.
GAS MASK	The Gas Mask protects you from the poisonous fumes that fill the swamp air.
POWER RING	Increase the strength of your sword two times when you use the Power Ring.
RAPID FIRE RING	Allows you to shoot quick shots with your sword.
RAINBOW NECKLACE	Boosts your armor's protective power by two times when used.
SHIELD RING	Increase by two times the resistance of your shield when you use this ring.
PENDANT OF DEO	A talking rabbit has lost his precious pendant. Return it for information.
RABBIT BOOTS	Hop up icy slopes like an Arctic Hare when you wear the Rabbit Boots.
LEATHER BOOTS	These boots allow you to walk on poison grass without losing Life power.
ALARM FLUTE	Wake up the Lazybones with a blast of the Alarm Flute.
WINDMILL KEY	Receive the key from the sleeping guard in the cave and use it to start up the Windmill.
JAIL KEY	Near the prisoners from Leaf you'll find this key. Use it to open the iron gate.
KEY OF STYX	At the top of Mt. Hydra use this key to enter the fiery world.
LAMP OF FOG	Return this lamp to the boatman so he will lend you his rowboat.
SHELL FLUTE	Wherever he is, the Dolphin will come when you blow the Shell Flute.
GLASSES	Once Clark has given you the glasses, use them in the shack in Joel.

Going To Amazones

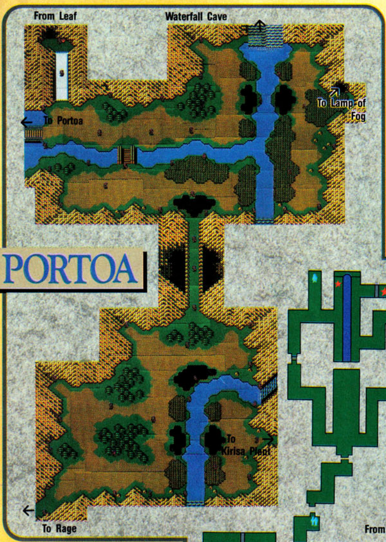

What form will you take?

To enter the village of Amazones, you must use spell of Change to alter your shape.


Welcome to Amazones. I'm their gorgeous leader Aryllis.

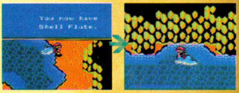
You now have Blizzard Bracelet.

Queen of Amazones gives you Bow of Moon. You'll also find Bizzard Bracelet in other room.

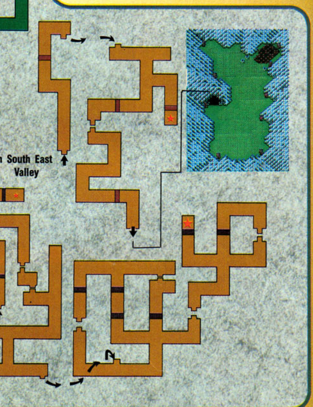

From Leaf
Waterfall Cave
To Lamp of Fog
To Portoa
PORTOA
To Kirisa Plant
To Rage

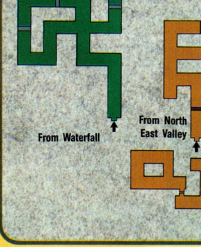
Meet The Queen

Here you'll learn of a monster who lives behind a waterfall and of the mysterious Queen. Keep visiting the Queen until she gives you the Flute of Lime. You can buy Platinum armor, too, which can help protect you against the more dangerous enemies waiting for you outside the town. In the outside world you'll face buzz-bombing pods and axe throwing cats. The Sword of Wind and the Sword of Water are best here.


You now have Shell Flute.

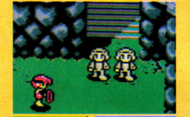
Help a Dolphin with Medical Herb, then look for the Pendant of Love.

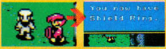

From South East Valley


From Waterfall
From North East Valley

Waterfall Cave

Use the Flute of Lime on the guards who've been turned into stone.



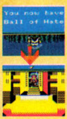

You now have Shield Ring.

Another Flute of Lime can be used to restore Akahana. He'll give you the Shield Ring.

East of the underground river you'll find the Sword of Water.

Seek Out Rage

To the South is a hidden valley where Rage, Protector of the Sacred Lime tree, lives. He gives you the freezing Ball of Water.


You now have Ball of Hate

Freeze the lake to reach Mesia's image.

Asina's Gift

If you return to the palace, Asina will give you the spell of Recover. Use this when you are poisoned or paralyzed.

STEPS TO GET YOU STARTED

Leaf and the Windy Valley

1. Meet the Elder of Leaf.
2. Buy an Alarm Flute.
3. Talk to Zebu.
4. Wake up the guard in the Windmill Cave.
5. Activate the Windmill.
6. Get the Ball of Wind in the cave.
7. Defeat the Vampire.

Around Brynmaer

8. Look for Akahana's statue.
9. Return Akahana's statue.
10. Use Gas Mask getting to Oak.
11. Learn Telepathy from Tornel.
12. Rescue the lost child from Oak.
13. Get Sword of Fire in Oak.
14. Defeat the Swamp Bug.
15. Get Tornado Bracelet on Mt. Sabre.
16. Visit Tornel again to learn the magic of Teleport.
17. Talk to a rabbit in Leaf.
18. Go to Nadare's Inn on the mountain.
19. Talk to the man lying on the path.
20. Defeat the soldiers at the gate.
21. Obtain the Jail Key.
22. Talk to all the prisoners from Leaf.
23. Go to the top of the mountain.
24. Defeat General Kelbesque and win the Flame Bracelet.
25. Use the Jail Key.
26. See Zebu once more.

Around Portoa

27. Talk to the people of Portoa.
28. Meet the Queen in her palace.
29. Paralyze the Queen's guard and enter the area behind the Throne Room.
30. Find the cave behind the Waterfall.
31. Use the Flute of Lime on stone soldiers.
32. Find the Sword of Water in the cave.
33. Return to see the Queen.
34. Go south and meet Rage.
35. Listen to Mesia's message.
36. Talk to Assina behind the Throne Room.
37. Help the hurt Dolphin.
38. Cross the river to find the Lamp of Fog, which you'll give to the boat owner.
39. Across the river go through a cave, then into a valley to find the Kirisa Plant.

The Angry Sea

40. Call the Dolphin and ride on its back.
41. Find the Pendant of Love in a sea cave.
42. Return to Portoa and see Assina.
43. Defeat Sabera the Sorceress.
44. Meet Clark in a basement of Zombie Town.
45. Get the Broken Statue from an ex-zombie.
46. Use Clark's glasses in the shed in Joel.
47. Wake up Kensu in the Lighthouse.
48. Take the Broken Statue and Glowing Lamp to the Altar. Receive the Golden Statue.

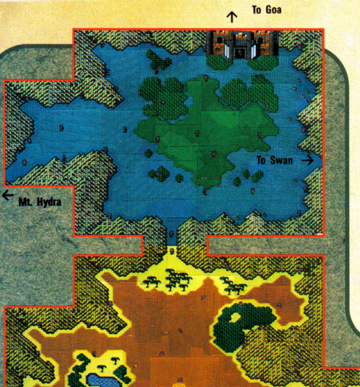
Swan

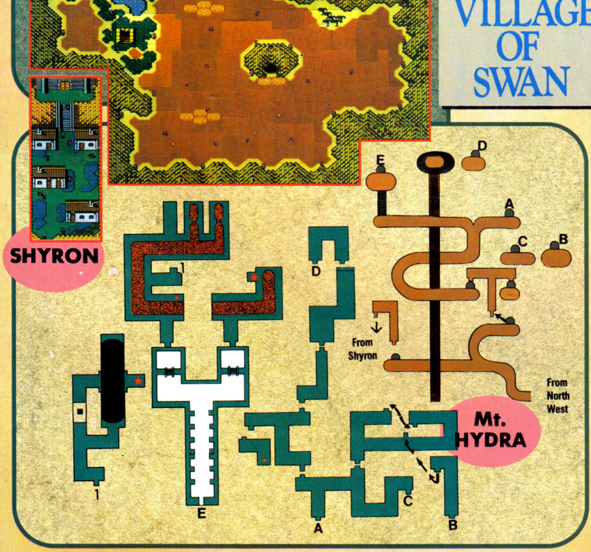
49. Talk to Stom in the shed.
50. Use Paralysis at the Inn to find Kensu.
51. Use Paralysis at the Dancehall.
52. Go to Amazones, use Change and give the Kirisa Plant to Aryllis.
53. Use Change to get past guards near Swan.
54. Visit Shyron and Mt. Hydra.

If you've followed these steps, you are well on your way to the final conflict. As you move on, explore everything thoroughly and save your game frequently.

ITEMS, TREASURES AND WEAPONS

	BROKEN STATUE	It's not much use broken. You'll have to use the Glowing Lamp to fix it.
	GLOWING LAMP	Use this to fix the Broken Statue. The statue is then transformed.
	STATUE OF GOLD	Take the Statue of Gold to the Sea Altar and calm the Angry Sea.
	PENDANT OF LOVE	A cave on the southwestern coast of the Angry Sea hides the Pendant of Love.
	KIRISA PLANT	Find the Kirisa Plant in a hidden valley then offer some to the chief of Amazones.
	STATUE OF ONYX	Restore Kensu to his true human form with this statue.
	BOW OF MOON	An arrow from the Bow of Moon should be used against the Statue of Moon.
	BOW OF SUN	Use this bow against the Statue of Sun near the end of the game.
	BOW OF TRUTH	This must be used against the King of Draygonia in the final struggle.
	FLUTE OF LIME	The Flute of Lime restores people who have been turned into stone statues.
	AKAHANA'S STATUE	Find it in the tall grass and give it to Akahana for the Gas Mask.
	BALL OF WIND	Increases the power of the Sword of Wind and allows you to destroy rock barriers.
	BALL OF FIRE	Increases the power of the Sword of Fire.
	BALL OF WATER	Once you have the Ball of Water you can freeze certain parts of streams.
	BALL OF THUNDER	With the Ball of Thunder you'll be able to destroy iron structures.
	TORNADO BRACELET	Gives you full power for the Sword of Wind and easily destroys many enemies.
	FLAME BRACELET	Gives you full power for the Sword of Fire and wipes out enemies in an explosion.
	STORM BRACELET	Gives you full power for the Sword of Water with an outward spreading wave of ice.
	LIGHTNING BRACELET	Gives you full power for the Sword of Thunder and wipes out all enemies on the screen.
	CARAPACE SHIELD	Made from the shell of a tortoise, it is the weakest shield.
	BRONZE SHIELD	This shield is adequate against the enemies around Brynmaer, Oak and Mt. Sabre.
	PLATINUM SHIELD	A strong medium level shield that is useful in the fields outside Portoa.
	MIRRORED SHIELD	The Mirrored Shield can reflect spells that would otherwise turn you to stone.
	CERAMIC SHIELD	Protects you against fire and flame in the later stages of the game.
	SACRED SHIELD	The Sacred Shield reflects spells that would otherwise paralyze you.
	BATTLE SHIELD	A strong shield for use in the fields and dungeons beyond Shyron.
	PSYCHO SHIELD	During the final battle you should be equipped with this most powerful shield.
	TANNED HIDE	It's all you can afford at the beginning of the game.
	LEATHER ARMOR	The Leather Armor gives you better protection against physical attack.
	BRONZE ARMOR	Another step up in protective fighting gear.
	PLATINUM ARMOR	What the well dressed hero will be wearing this year.
	SOLDIER SUIT	For the serious, no-nonsense fighter as he makes his fortune and fame.
	CERAMIC SUIT	Protects against the punishing heat of Mt. Hydra's lava flows.
	BATTLE ARMOR	Once you've passed Mt. Hydra this suit of armor is useful.
	PSYCHO ARMOR	With this armor you can recover Life without using magic or items.

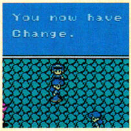




THE VILLAGE OF SWAN

Look For Kensu

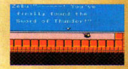
Kensu is hiding somewhere in Swan. Use Paralysis to reveal him in a number of locations. Eventually he'll give you the magic spell of Change. Now you can warp back to Amazones, change your shape and get the Bow of Moon. Back in Swan you should buy the Ceramic Armor.


You now have Change.

Some people will only help you if your appearance is changed dramatically.

Under The Volcano

Kensu can give you the final magical spell, which allows you to fly over some types of obstacles. In Mt. Hydra there are lava flows that can be crossed only using Flight.

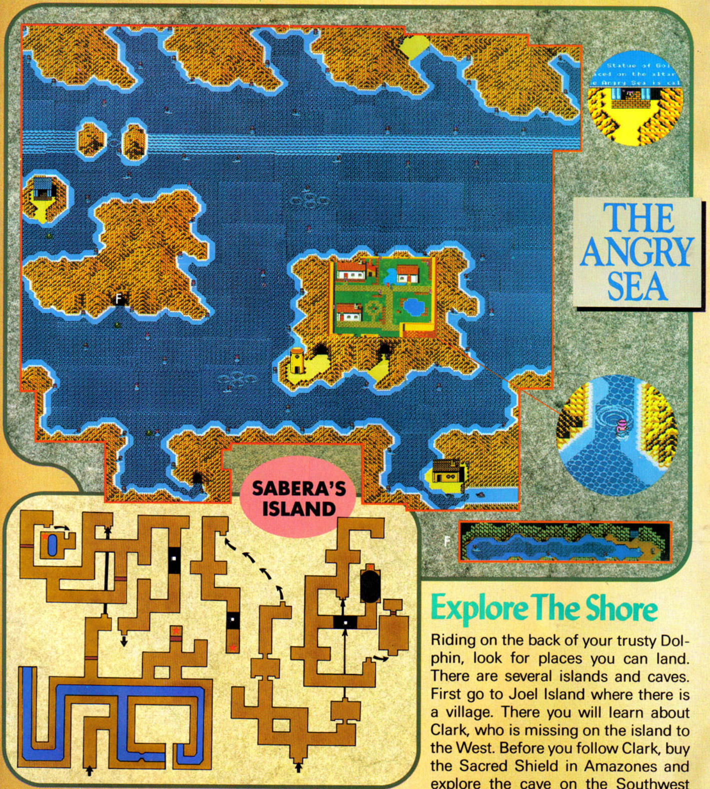

Zebu:"......! You've finally found the Sword of Thunder!!"

Seek the Sword of Thunder

The Meeting of The Wise

Here you will find the four wise folk who have guided your quest. Other people have come here too, hoping to challenge the growing might of Draygonia. Unbelievably, your journey is barely half done. Great danger and triumphs still lie ahead.

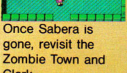
The four wise folk have done all that they can to help you. Now it is up to you and Mesia.



THE ANGRY SEA

Explore The Shore

Riding on the back of your trusty Dolphin, look for places you can land. There are several islands and caves. First go to Joel Island where there is a village. There you will learn about Clark, who is missing on the island to the West. Before you follow Clark, buy the Sacred Shield in Amazones and explore the cave on the Southwest coast of the Angry Sea.



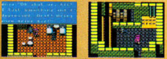
main fortress. Ha! Ha! Ha!

Once Sabera is gone, revisit the Zombie Town and Clark.

Using Clark's glasses you'll be able to reach the Lighthouse and find Kensu.

You now have Eye Glasses.

In a room of the evil palace you'll meet a frightened man who says that Sabera is at the back of the chamber. Use the Sword of Fire at full power in order to reveal Sabera's hiding place and to defeat her.



Use the glasses to reach the lighthouse.

Pass through the sea cave to a town of Zombies. Sabera has put them all under a curse, so Sabera must be defeated to restore them.

Castlevania III
Dracula's Curse™

NINTENDO POWER TM

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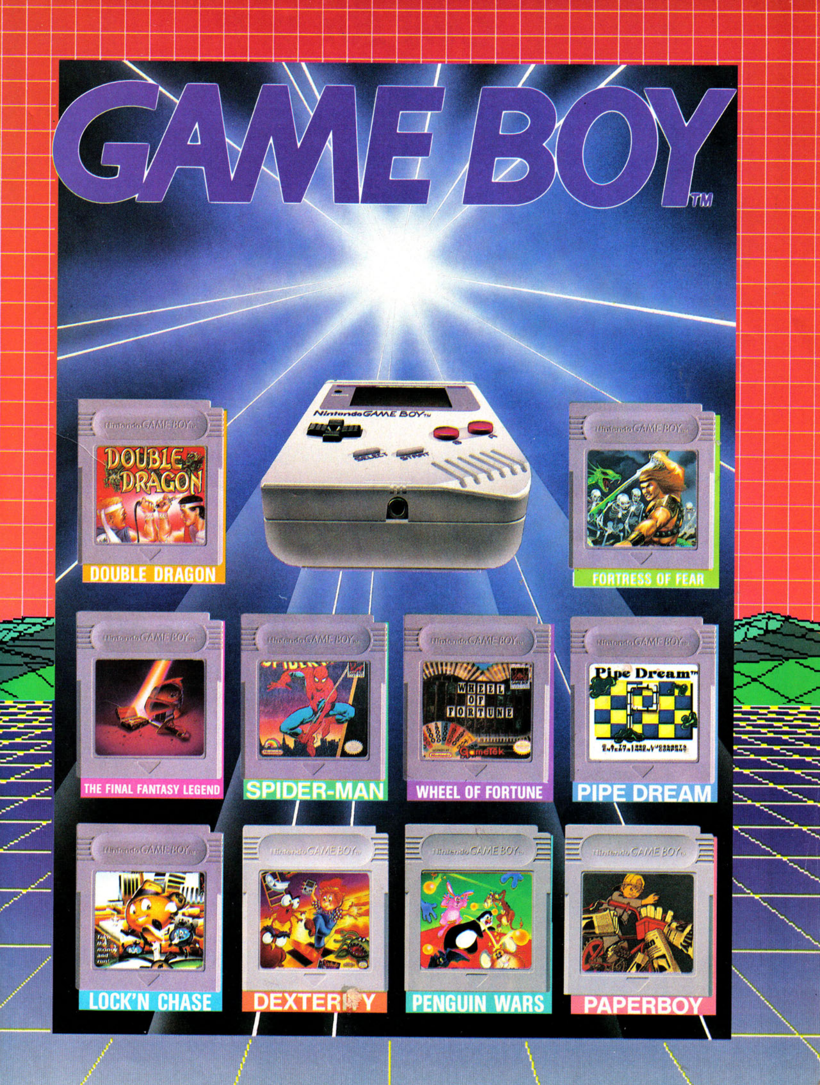
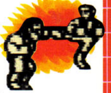

GAME BOY™
Nintendo GAME BOY™
DOUBLE DRAGON
FORTRESS OF FEAR
THE FINAL FANTASY LEGEND
SPIDER-MAN
WHEEL OF FORTUNE
PIPE DREAM
LOCK'N CHASE
DEXTERITY
PENGUIN WARS
PAPERBOY

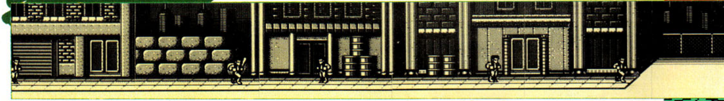
DOUBLE DRAGON™

Take a swing at the latest adaptation of the monster of street fighting games. Tradewest, the people who brought you the original Double Dragon for the NES, take Billy Lee on a new fight to save Marian from the Black Shadow Warriors. Two players can choose to match skills in a closed arena.

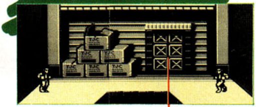


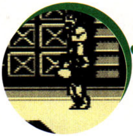
MISSION 1-1

The street is crawling with toughs looking for a fight. You don't want to disappoint them. Plow through this boulevard of broken bullies and move on to the warehouse.

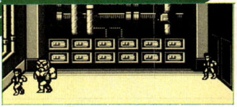


MISSION 1-2



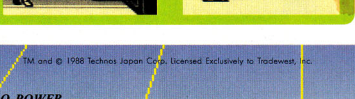


MISSION 1-3

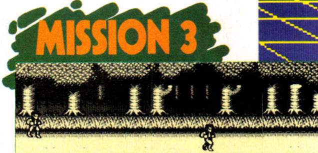


WEAR OUT ABOBO

This guy is strong! The only way to beat him is by punching and running. Eventually, you'll wear him down.



MISSION 3



Continue your mission on a wooded road and watch out for enemy ambushes. You're on your way to the headquarters

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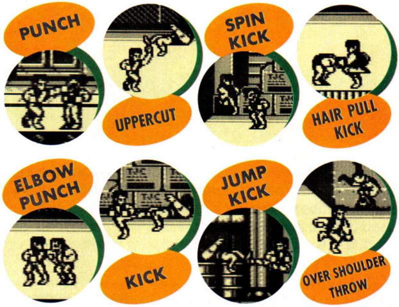
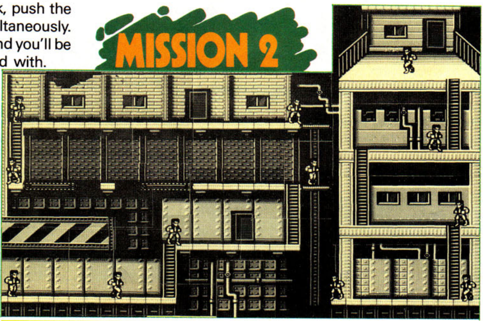
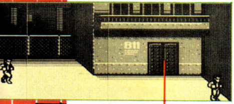
THIS MARTIAL ARTIST HAS THE SAME BASIC MOVES AS BEFORE

Knock out the competition with a mix of punching and kicking moves that make them wish they'd paid more attention in Black Shadow Warrior training. The basic Punch and Kick are your meat and potatoes while you learn to make some fancier moves. After a couple of good straight punches to the same enemy, you'll knock them to the ground with a powerful uppercut. Let loose an Elbow Punch by changing direction while swinging. When you've got your opponent by the hair, change direction and you'll toss them over your shoulder. To jump kick, push the A and B Buttons simultaneously. Master these moves and you'll be a force to be reckoned with.



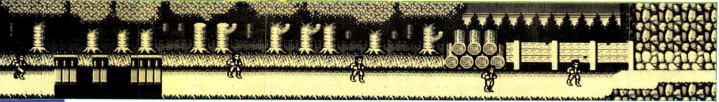
MISSION 2





TO 1-2

Wind your way around a series of ladders and moving platforms to battle with a Chintai Warrior. You'll have to perfect the Two Button Jump Kick at a moment's notice to get through this section of the city.



of the Black Shadow Warriors! Keep fighting!

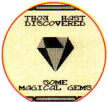
Lindas like to hang out on this bridge. Jump first, then let your fists fly.

Go For The Boss Of The Black Shadow Warriors!

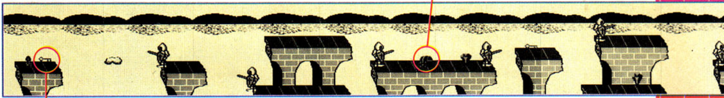
WIZARDS & WARRIORS X
Fortress Of Fear™

This New Version Of Wizards & Warriors For Game Boy Will Knock Your Armored Socks Off With Fun And Action

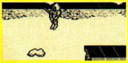
Kuros, the hopping hero from two NES versions of the hit Wizards & Warriors series, leaps into action once more. Amazingly, the action is very close to the NES games. Kuros climbs to new levels and battles enemies with his sword. Keys and treasure come in handy along the way, and at the end the evil wizard, Malkil awaits.



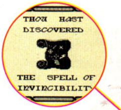
STAGE 1-0



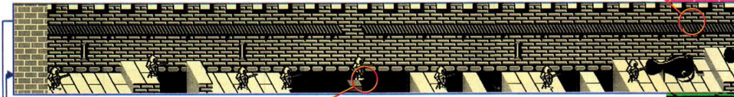
From the start, work your way back to the left to claim the key. Take care when jumping onto the cloud.



To successfully leap across some of the wider gaps, stand on the lip of the ledge. Watch for enemies and arrows, too. Jump above an arrow or duck to avoid being skewered.



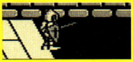
STAGE 1-1B



STAGE 1-1

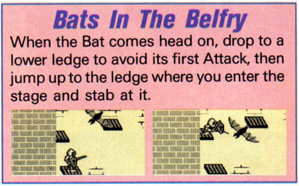
A

To cross over wide gaps, jump to the platform then move to the far side. If the platform goes below the screen, you can still land on it.

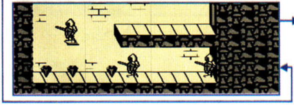


Bats In The Belfry

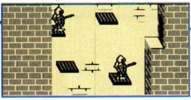
When the Bat comes head on, drop to a lower ledge to avoid its first Attack, then jump up to the ledge where you enter the stage and stab at it.



STAGE 1-2



STAGE 1-3



TO NEXT STAGE

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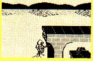
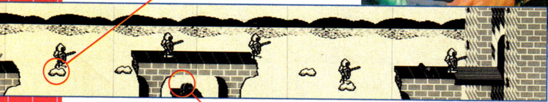
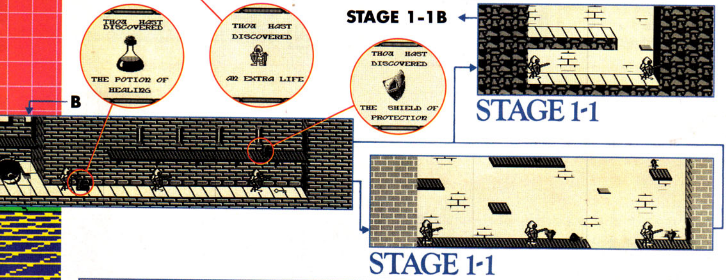
JUMP, LEAP, HOP, SKIP OR BOUNCE YOUR WAY TO VICTORY

Kuros must stay on his toes to survive the Fortress of Fear. His most critical skill will be accurate jumping. A few tips can help. 1) For long jumps, stand on a ledge so Kuros' toes stick over the edge. 2) Leap to a platform when that platform is moving down. 3) Defeat monsters that could get in the way before you jump. 4) Make maneuvers in the air.

Cloud hopping can take you where you want to go. On the cloud below, jump to the lower ledge for an extra life.






THOU HAST DISCOVERED
THE POTION OF HEALING
THOU HAST DISCOVERED
AN EXTRA LIFE
THOU HAST DISCOVERED
THE SHIELD OF PROTECTION
STAGE 1-1B
B
STAGE 1-1
STAGE 1-1

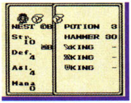
Further Into The Fortress

The fun has just begun for Kuros. Ahead lie many challenges. Remember to collect keys and open treasure chests. The items you find will help you reach Malkil.

THE FINAL FANTASY LEGEND™

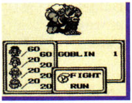
DISCOVER A WORLD OF ADVENTURE IN THE FIRST GAME BOY RPG FROM SQUARE

A great Tower casts its shadow on the land. Legend says that this Tower leads to Paradise, but no one that has entered has ever returned (Would you?). The time has come for you to scale the Tower and find out for yourself if Paradise exists. Princes in the four largest floors hold the keys to the tower doors. Form a party of four adventurers and find a way to collect the keys.



NEST
Str. 10
Def. 4
Agl. 4
Mana 0

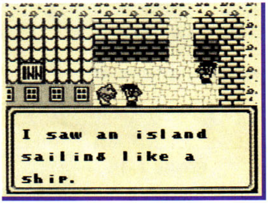
POTION 3
HAMMER 30
KING -
KING -
KING -



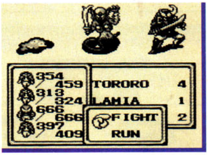
60 60
20 20
20 20
20 20

GOBLIN 1

FIGHT
RUN



I saw an island sailing like a ship.



354 459
313 324
666 666
397 409

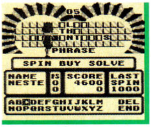
TORORO 4
LAMIA 1
2

FIGHT
RUN

WHEEL OF FORTUNE®

GAME SHOW SPECIALIST, GAMETEK, RELEASES ITS FIRST GAME BOY TITLE

Now you can take the Wheel of Fortune with you wherever you go. Play with one or two contestants in three letter turning, puzzle solving rounds. This adaptation serves as a stripped down version of the NES game.



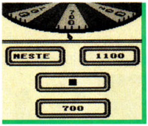
05
THE
NT S
PHRASE

SPIN BUY SOLVE

NAME	FS	SCORE	LAST SPIN
NESTE	0	4600	1000
	0	0	

ABCDEFGHIJKLM DEL
NOPQRSTUVWXYZ END

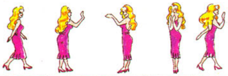
Choose a letter and keep track of which ones have already been tried.



NESTE 1100

700

Give the wheel a spin and hope for big money.

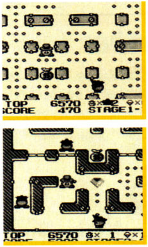


LOCK N' CHASE

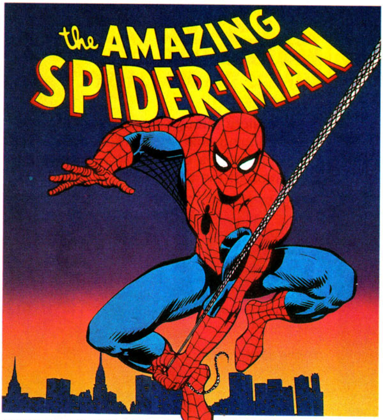
OFFICIAL
GAME BOY
VIDEO LINK GAME PAK

COLLECT THE CASH AND AVOID THE COPPERS!

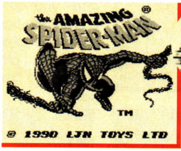
Make a clean getaway in a wacky bank heist race from Data East! Get the loot and run before you get cornered by the cops. Pac Man fans will love this one.

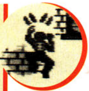


Cash in the diamond and temporarily turn the tables.

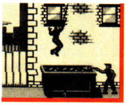


Join in on the web slinging action as Peter Parker, alias Spider-Man, goes against some of his most feared foes in a mad search through the city for his girlfriend, Mary Jane. Challenge the likes of Mysterio, the Green Goblin and Doctor Octopus in six super stages. It's from LJN.



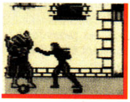


Climb to the rooftops in Stage Two.



Take the high route over city streets.

Jump over or punch evil henchmen.



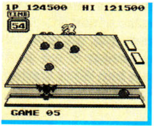
SWING FROM THE BUILDING TOPS WITH MARVEL COMICS' GREATEST HERO!

PENGUIN WARS

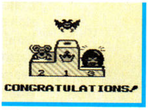
OFFICIAL GAME BOY VIDEO LINK GAME PAK

TABLETOP DODGE BALL!

Knock-out action and animal antics are what this easy to understand game from Nexoft is all about. The game begins with five balls on your side of the table and five on your opponent's side. You have 60 seconds to make sure that more balls end up on the other side of the table than you own. Toss the balls quickly and accurately. A direct hit will stun your foe temporarily. With a Video Link tournament, up to 10 players can go for the Penguin Wars crown.



Toss the ball and try for a super shot.



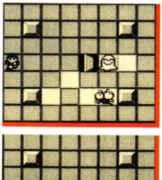
Win two out of three games and you'll take the set!

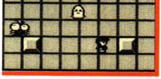
Dexterity™

OFFICIAL GAME BOY VIDEO LINK GAME PAK

NIMBLE FINGERS SERVE YOU WELL IN A FAST PACED PUZZLE FEST FROM SNK

Dexter Dolittle's active imagination has conjured a world of panel flipping fun. Turn the tiles of 30 enemy packed stages before your enemies can turn the tables on you.



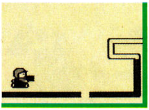


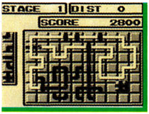
PIPE DREAM™

OFFICIAL GAME BOY VIDEO LINK GAME PAK

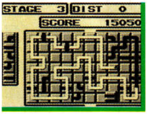
GET READY FOR A FAST, FUN AND CHALLENGING PLUMBING PUZZLER FROM BPS

There's no time to call a plumber! The pipes are about to burst and you've got to control the flow! Connect the pipes and stop the plumber's nightmare flooz from spilling.





Connect pipes for a constant flow. If it spills too soon, you lose.

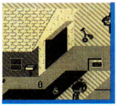


The flooz really flows in advanced rounds. Think fast!

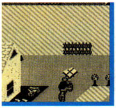
PAPERBOY™

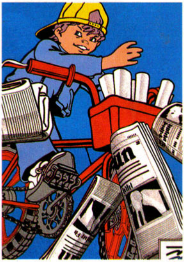
MINDSCAPE FAITHFULLY DELIVERS THIS NES CLASSIC TO GAME BOY

Pedal straight through a wild week of newspaper slinging and obstacle dodging. The Daily Sun always delivers and so does this adaptation of the NES hit.



Your customers are counting on you!

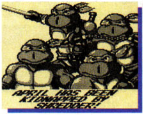




New for Game Boy!

Teenage Mutant Ninja Turtles

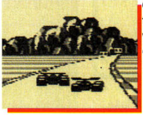
Ultra is working on a five-stage adventure for the heroes in a half shell which is sure to be a huge hit. The Turtles are drawn very big with super detail and the play control is excellent!



Cowabunga! Here come the Turtles!

F-1 Race

All of the excitement of Formula One racing is packed into the pocket size format of Game Boy with this hot new title under development from Nintendo.

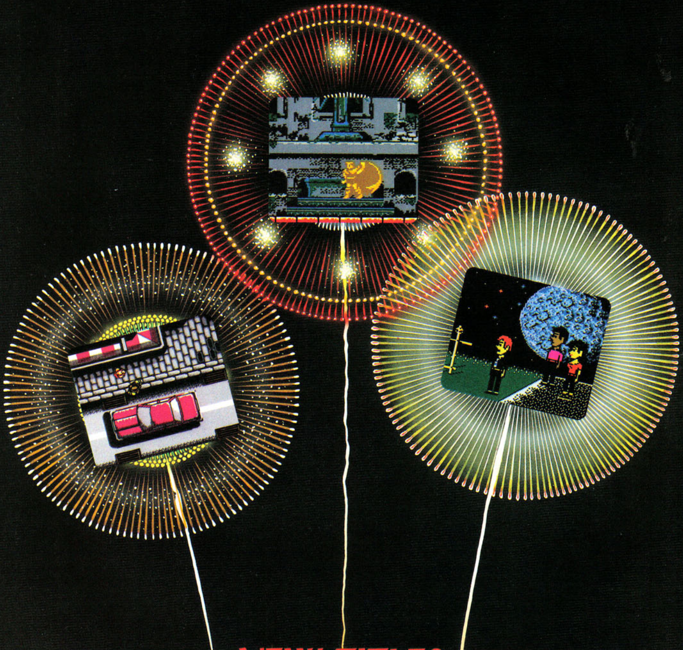


Go for the trophy with your own F-1 racer.

Here they are, the new entries to the Game Boy software library for 1990: Skate Or Die: Bad 'N Rad from Konami shreds! It features four long stages and two different points of view. Watch for the release of Konami's Quarth later this Summer. It's a super puzzle game that involves filling in geometric shapes and has some of that great Tetris-like appeal. Activision is busy developing a heavyweight boxing game that features a view of the entire ring that goes into a close-up when the fighters start punching. Irem is working on a game that has similarities to R-Type, which they originally developed. Watch for a Game Boy version of Taxan's newest NES game, Burai Fighter. Also, get ready for Game Boy versions of two great board games from Milton Bradley; Mousetrap and Scrabble!

TAKE A LOOK AT WHAT'S IN STORE FOR THE FUTURE!

PREVIEWS



NEW TITLES

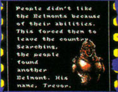
CASTLEVANIA III
MANIAC MANSION
MISSION: IMPOSSIBLE

Castlevania III Dracula's Curse™

The Belmont Family Tradition Continues

A New Gothic Epic

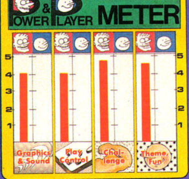
Konami is bringing one of the greatest NES adventure settings back to the NES this fall in Castlevania Ⅲ: Dracula's Curse. Set 100 years before Simon's Quest, an ancestor of Simon Belmont has been summoned to foil the Count's plans in the 15th Century. Although it resembles the original Castlevania at first glance, Dracula's Curse has better graphics, sound and best of all—a huge new world full of hair-raising creatures to explore!



People didn't like
the Belmonts because
of their abilities.
This forced them to
leave the country.
Searching,
the people
found
another
Belmont. His
name, Trevor.

CASTLEVANIA

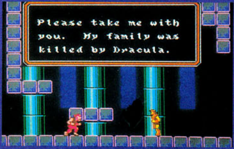
Castlevania has changed slightly in 100 years, but it's still the most ghoulish place on Earth!



TM&© 1990 KONAMI

Friends Of The Family

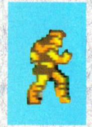
A century before Simon's heroic deeds, the Belmont family has been driven out of Castlevania. But when Dracula returns through evil sorcery, the people call for a hero. A lone member of the Belmont family remains in Castlevania, an ancestor of Simon, Trevor Belmont. Although he starts out his quest alone, he will encounter three unique and powerful friends to help him defeat Dracula.


Please take me with you. My family was killed by Dracula.

TREVOR BELMONT

Heroic Master Of The Whip

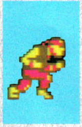
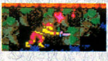
The valiant vampire hunting tradition of the Belmont family is carried on by Trevor Belmont. A tough fighter with a heroic heart, Trevor bears no ill will towards the people of Castlevania for disowning his family, and goes to their rescue.



GRANT DANASTY

Wall Climbing Thief

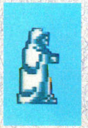
Once a thief, Grant honed his wall climbing and acrobatic skills to superhuman levels. Now a hero, he fights using a needle sharp dagger, which although not a powerful weapon, gets the job done.

SYPHA BELMADES

Mysterious Wizard

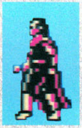
Sypha commands the very elements through the use of magic. He attacks using magic based fire, ice and water. Like most students of magic, Sypha is physically weak, but the might of his spells makes up for this in battle.



ALUCARD

Rebellious Son Of Dracula

Even in the 15th Century, teenagers had parent problems, so why should the son of Dracula be any exception? As Alucard helps Trevor, he attacks by flinging fireballs, and like all vampires, he can turn into a bat!

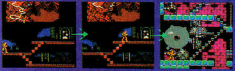


More Super Features Make Castlevania III A Winner!

After you complete an area of Castlevania, you'll be given a choice of routes to take. And at certain points in the game, you'll meet one of your friends, who you can take with you on your adventure. After you meet another character, you can switch from Trevor to that character and use his special powers.

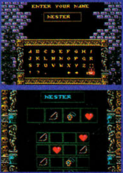
A BIG GAME FOR A BIG HERO

The Castlevania of Dracula's Curse is a vast land full of treacherous terrain and foul enemies. Trevor and his companions must thoroughly explore every road and location in the land to foil Dracula's evil plans of European domination.


Take any road you like, but be sure to explore everywhere!

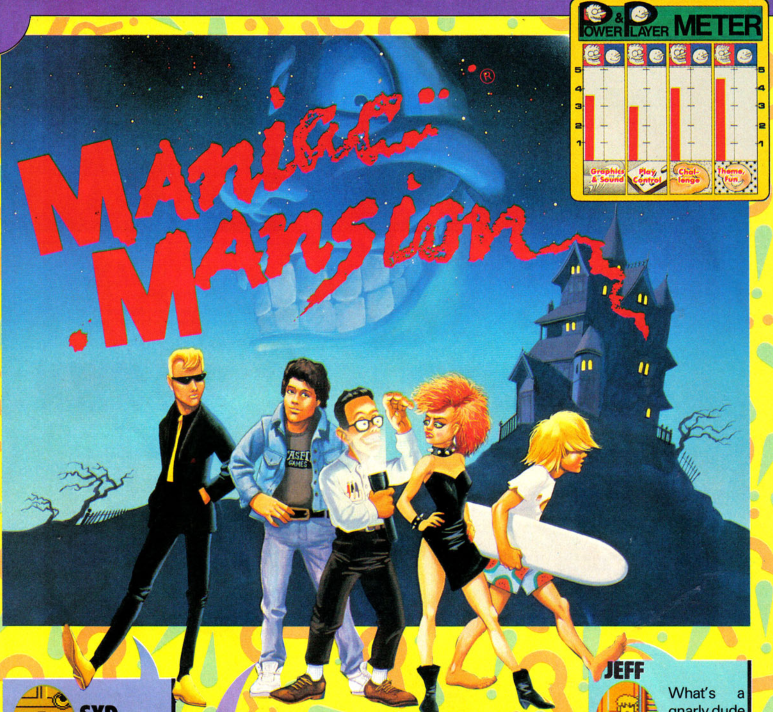
EASY-TO-USE PASSWORD

Castlevania III's password system is somewhat similar to that used in Mega Man II, in that it uses a grid with symbols on it instead of letters and numbers. With no letters to confuse or mis-copy, it makes entering your password correctly a cinch.



Before you enter the symbols onto the password grid, you'll have to enter the name that matches them.

> *"So, mortal man again foolishly pits himself against my undead forces. As I defeated all the others, so shall I defeat you and your puny helpers! You have been warned, Trevor Belmont . . ."*
>
> *Dracula*



SYD
He had a few piano lessons as a kid and now he wants to open for Madonna. He may never get the chance, though, unless he can make a totally excellent demo tape and keep from becoming tentacle bait.

DAVE
If Sandy hadn't been kidnapped, Dave would never have discovered that he was a hero or that aliens love Pepsi and waxed fruit.

BERNARD

From the day he converted his Walkman into a useless pile of components, he's been trying to put things back together.

JEFF

What's a gnarly dude like Jeff doing in a place like this? Not catching mondo waves, but fixing phones.

WENDY
Wendy plans to write a Pulitzer Prize winning memoirs.

SANDY
Some Earth girls may be easy, but Sandy's no pushover. As a cheerleader it's her job to be optimistic.

MICHAEL
Whenever you're dealing with extra-terrestrials it's a good idea to bring a photographer in case things develop.

RAZOR

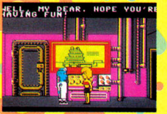
Along with Syd, Razor wants to start a band and rock the galaxy. After all, music is a universal language.

© 1990 Lucasarts Entertainment Co.

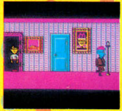
IT'S WILD, IT'S WEIRD, IT'S...

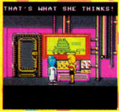
. . . Maniac Mansion—the diabolical creation from Lucasfilm Games and Jaleco. It's a lot of stories wrapped up in one game and the ending is determined by your actions. It's Cut Scenes and an interface based on words (not buttons). It's horror and humor and hamsters on toast!

Lights. Camera. Aliens. Action! Cut Scenes Give You The Big Picture.

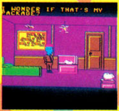

ELL. MY DEAR. HOPE YOU'RE
AVING FUN!

Strange tastes and broken machines aren't the whole story in Maniac Mansion. The use of Cut Scenes shows you what's going on in other parts of the house, and many scenes may reveal secrets, that is if you think like a programmer from Mars.


Why is Ed so hungry?

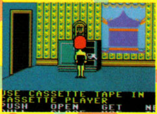

THAT'S WHAT SHE THINKS!

Does Sandy have a chance?

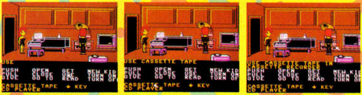

I WONDER IF THAT'S MY PACKAGE?

Bomb of the Month Club?

It May Be Rude To Point, But That's How To Get Things Done.


USE CASSETTE TAPE IN
ASSETTE PLAYER

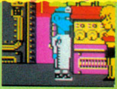
In Maniac Mansion characters can do almost anything real people can do. The uniquely interactive control is based on word commands. By pointing at command words and objects or directions, you tell the character what to do.


SE
SE CASSETTE TAPE
SE CASSETTE TAPE IN
ASSETTE RECORDER

Point at Use, at the Cassette Tape, then at the Cassette Recorder so Razor can make a demo tape.

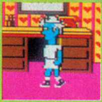
THE MANIACS

Who are these people and what are they doing with their lives? That's what Dave and his friends are trying to find out while rescuing Sandy and staying alive.



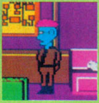
Dr. Fred

There's something seriously wrong with Dr. Fred. Like what's he doing to the cheerleader in his laboratory with the Zom-B-Matic machine?



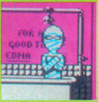
Nurse Edna

More attractive things have been found growing in industrial waste, so do yourself a favor, just talk to her over the phone.



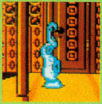
Weird Ed

He's worried about his dad and wants to help by staging a commando raid on the house.



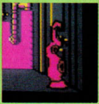
Dead Cousin Ted

The thing about Ted is that he's actually dead. So what's he doing in the tub?



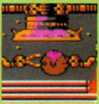
Green Tentacle

He'll be bigger than Elvis, if only his music is discovered. Thing is, he's terribly shy and insecure.



Purple Tentacle

He's Dr. Fred's personal pet and he doesn't take kindly to interfering, humanoid teenagers.



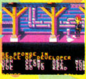
Meteor

He has a chip on his shoulder the size of a rock. What does he have against humans?

...WHAT'S GOING ON, TUNA HEAD?

Solving problems is a matter of looking for relationships. Some problems can be solved in many different ways, all of them weird.

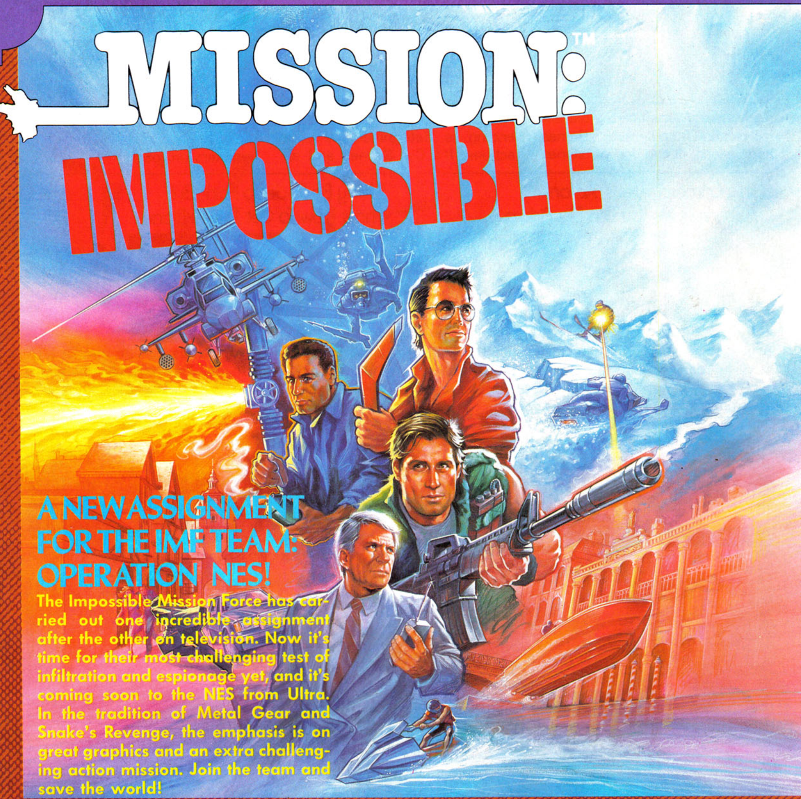
To develop a photo you'll need developing fluid. Use the sponge to soak up the spilled fluid.


SE SPONGE IN
UDDLE OF DEVELOPER

MORE MADNESS...

. . . is coming in a future issue. Until then, don't talk to Edna alone!

MISSION: IMPOSSIBLE™

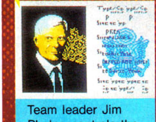


A NEW ASSIGNMENT FOR THE IMF TEAM: OPERATION NES!

The Impossible Mission Force has carried out one incredible assignment after the other on television. Now it's time for their most challenging test of infiltration and espionage yet, and it's coming soon to the NES from Ultra. In the tradition of Metal Gear and Snake's Revenge, the emphasis is on great graphics and an extra challenging action mission. Join the team and save the world!

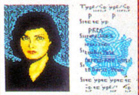
THE IMF TEAM

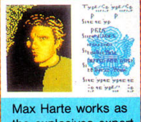
As special agent Jim Phelps, you command a team of three experts who must save the brilliant Dr. O and Shannon Reed from the hands of the Sinister 7. You can choose each team member for situations based on their areas of expertise.



Team leader Jim Phelps controls the IMF agents.

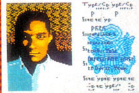
Shannon Reed works from the inside as Dr. O's assistant.

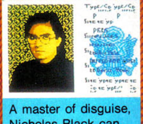




Max Harte works as the explosives expert with remote control bombs.

Grant Collier is swift and powerful. He also knows electronics.

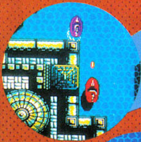


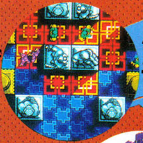


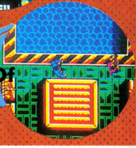
A master of disguise, Nicholas Black can give enemies the slip.

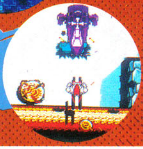
© 1990 Paramount Pictures Corporation © 1990 Konami

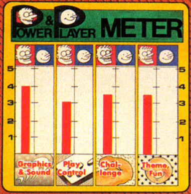
TRAVEL TO EXOTIC LOCATIONS!


The Canals Of Venice

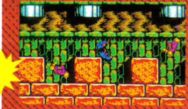

An Ancient Temple


The Coast Of Cyprus


The Swiss Alps



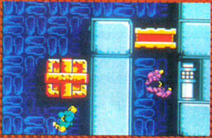
A NEW VIEW!

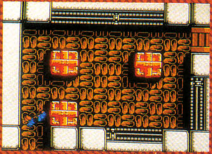

Since the action is shown with an overhead view, you'll be able to keep an eye on the enemies from all angles.

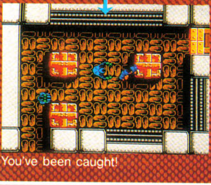
FACE INCREDIBLE ODDS!

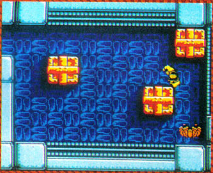
Halt Intruder!

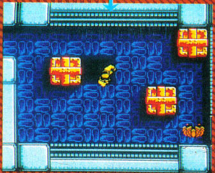
The Sinister 7 have planned out every last detail of their diabolical scheme. Armed evil agents are everywhere. Surveillance equipment tracks the moves of even the most cautious infiltrators. Booby traps and surprises are set at every turn! Be careful and move quickly.

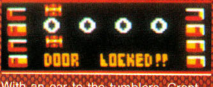

You'll need a pass to get by the gate.


Wall mounted surveillance cameras!


You've been caught!


Some traps are well hidden.

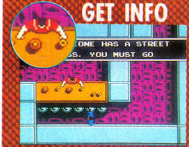

Find the switch to close the pits.



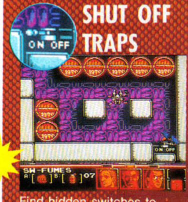
With an ear to the tumblers, Grant can crack the combination gates.

WORK BEHIND ENEMY LINES

GET INFO

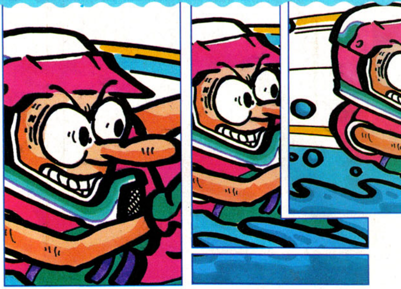

EONE HAS A STREET
SS. YOU MUST GO

SHUT OFF TRAPS



Find hidden switches to shut down the Sinister 7's evil machinery. Try to go undetected and keep moving to save Dr. O!

NINTENDO POWER

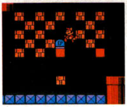


TOP·30

After two full years of covering the best games for the NES, we thought it would be fun to compare the hot games in that first issue with today's best. Back in July/August 1988 The Legend of Zelda was number one, Punch-Out!! was number two, and the third spot was held by Metroid. Check out our current leaders below.

Use this key to find out how your favorites are doing.

🟪	These titles are new to the Top 30. Keep a close eye on them.
🟦	Games that are really on the move. These games have jumped up several places on the poll.
🟩	Favorites that have maintained their popularity among the Top 30.



1
18,710 POINTS

SUPER MARIO BROS.3

Talk about blowing away the competition, SMB3 leaves them in the dust, more than tripling the points of 2nd place Batman.

2
5,735 POINTS

BATMAN

The Caped Crusader is out to clean up more than just Gotham City. He's doing pretty well on the NES, too.

3
5,532 POINTS

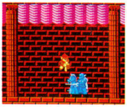
SUPER MARIO BROS.2

The second adventure of Mario and his friends remains a winner. No one seems to get tired of the World of Dreams.

4 MEGA MAN II

5,145 POINTS

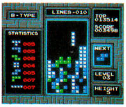
Such popularity doesn't bode well for Dr. Wily and his malevolent, mechanical monstrosities.



5 ZELDA II—THE ADVENTURE OF LINK

4,315 POINTS

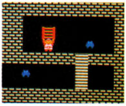
There must be some kind of magic going on in Hyrule to keep both Link and Zelda in the top 10 for so long.



6 TETRIS

4,166 POINTS

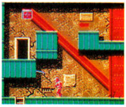
You don't have to be a square to love a block party like this, no matter how the Tetrads fall.



7 THE LEGEND OF ZELDA

4,034 POINTS

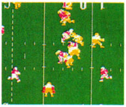
Two years ago Zelda was number one. We can only wonder how high this classic will be ranked two years from now.



8 TEENAGE MUTANT NINJA TURTLES

3,867 POINTS

With their own movie wowing fans across the nation, the four fighters are still riding high and looking green.



9 TECMO BOWL

3,397 POINTS

The Tecmo Bowl Wave is rolling 'round the nation. Luckily, there's no penalty for noisy fans.

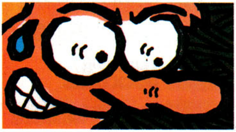
10 SHADOWGATE

3,279 POINTS

Heroic games of fantasy have captivated die-hard adventurers for years, but never so many as with Shadowgate.

11	2,967 POINTS	**NINJA GAIDEN**
12	2,863 POINTS	**DOUBLE DRAGON**
13	2,519 POINTS	**DISNEY'S DUCKTALES**
14	2,510 POINTS	**DRAGON WARRIOR**
15	2,226 POINTS	**THE MAGIC OF SCHEHERAZADE**
16	2,052 POINTS	**WILLOW**
17	1,796 POINTS	**MIKE TYSON'S PUNCH-OUT!!**
18	1,576 POINTS	**METROID**
19	1,479 POINTS	**BIONIC COMMANDO**
20	1,044 POINTS	**THE GUARDIAN LEGEND**
21	1,033 POINTS	**SUPER C**
22	982 POINTS	**MEGA MAN**
23	971 POINTS	**THE ADVENTURES OF LOLO**
24	954 POINTS	**BLASTER MASTER**
25	888 POINTS	**ULTIMA**
26	856 POINTS	**WRATH OF THE BLACK MANTA**
27	808 POINTS	**BAD DUDES**
28	806 POINTS	**METAL GEAR II: SNAKE'S REVENGE**
29	788 POINTS	**BASEBALL STARS**
30	705 POINTS	**FESTER'S QUEST**

Players' Picks



	GAME	PTS
1	Super Mario Bros.3	4932
2	Teenage Mutant Ninja Turtles	3263
3	Mega Man Ⅱ	2739
4	Zelda Ⅱ-The Adventure of Link	2130
5	Double Dragon Ⅱ	1927
6	Super Mario Bros. 2	1900
7	Ninja Gaiden	1794
8	Dragon Warrior	1768
9	Disney's Duck Tales	1252
10	Tecmo Bowl	1225
11	Tetris	1188
12	Batman	1107
13	Super C	1033
14	The Legend of Zelda	979
15	Shadowgate	794
16	Castlevania Ⅱ-Simon's Quest	692
17	Contra	565
18	RoboCop	554
19	Faxanadu	535
20	Blaster Master	478
21	Metroid	459
22	Bionic Commando	444
23	Super Off Road	438
24	Double Dragon	435
25	Marvel's X-Men	407
26	Tecmo World Wrestling	405
27	Bad Dudes	400
28	Top Gun Ⅱ	399
29	IronSword	399
30	Mega Man	359

Plumbers, Turtles, Ducks And Robots Are Sweeping America!

American video game players once again prove that they love unusual heroes. Hey, they don't even have to be human!

Pros' Picks

	GAME	PTS
1	Super Mario Bros. 3	5167
2	Battle of Olympus	3480
3	The Magic of Scheherazade	2226
4	Willow	2052
5	Shadowgate	2015
6	The Legend of Zelda	1988
7	Mega Man Ⅱ	1722
8	Zelda Ⅱ-The Adventure of Link	1337
9	Batman	1310
10	Metroid	1117
11	The Guardian Legend	1044
12	Bionic Commando	1035
13	The Adventures of Lolo Ⅱ	971
14	Ultima	888
15	Metal Gear Ⅱ: Snake's Revenge	806
16	Dragon Warrior	742
17	Tecmo Bowl	742
18	Tetris	687
19	Mega Man	623
20	Teenage Mutant Ninja Turtles	604
21	Ninja Gaiden	559
22	Legacy of the Wizard	550
23	Romance of the Three Kingdoms	495
24	Blaster Master	476
25	Final Fantasy	476
26	Wrath of the Black Manta	440
27	Disney's Duck Tales	412
28	Nobunaga's Ambition	376
29	Genghis Khan	339
30	Mike Tyson's Punch-Out!!	321

Spirit Of Adventure Is Alive And Well At Nintendo

It looks like the Pros aren't getting enough excitement at home. That must be why they play these great adventure games at work.

Dealers' Picks

	GAME	PTS
1	Super Mario Bros. 3	8602
2	Super Mario Bros. 2	3632
3	Batman	3318
4	Tetris	2291
5	Mike Tyson's Punch-Out!!	1475
6	Tecmo Bowl	1430
7	The Legend of Zelda	1067
8	Double Dragon Ⅱ	936
9	Disney's Duck Tales	855
10	Zelda Ⅱ-The Adventure of Link	848
11	Baseball Stars	788
12	Fester's Quest	705
13	Mega Man Ⅱ	684
14	World Championship Wrestling	676
15	Ninja Gaiden	614
16	Championship Bowling	561
17	Super Spike Volleyball	555
18	Blades of Steel	548
19	Rad Racer	539
20	Al Unser Jr. Turbo Racing	509
21	Hudson's Adventure Island	482
22	Donkey Kong Classics	475
23	Shadowgate	470
24	Bubble Bobble	466
25	Vegas Dream	464
26	Ghostbusters Ⅱ	431
27	Wrath of the Black Manta	416
28	Jack Nicklaus' Major Championship	415
29	Bad Dudes	408
30	The Chessmaster	340

Super Mario Bros. 3 Mania Floods Dealers

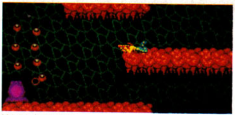
They've been swept away by the best Super Mario game yet, and it looks like the popularity level is still going up!

COUNSELORS' CORNER!

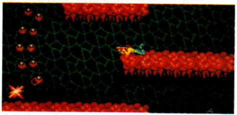
SUPER C

HOW DO I DEAL WITH THE PODS IN STAGE SEVEN?

If you get too close to the strange pods in this challenging stage, aliens will emerge and attack. To make sure that they never come out, position yourself on a ledge before each pod and fire at them with the Spreader. There will be explosions if you're on target, but no noticeable damage to the pods. Continue to fire for about ten seconds. When you approach the pods after this barrage of fire, you'll find that the aliens inside have been defeated.



Wait and fire.

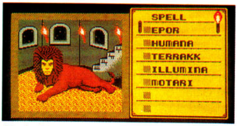


Advance past the pods unharmed.

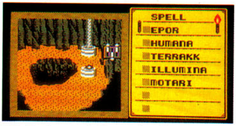
SHADOWGATE

WHERE IS THE SILVER ORB? HOW DO I ENTER THE PASSAGE TO THE LEFT IN THE GARGOYLE ROOM?

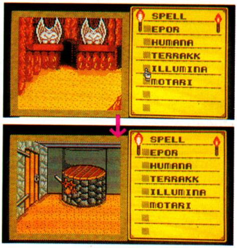
Now that you have found a passage behind the Throne of the King, you are very close to the heart of the Castle Shadowgate. You'll find a door to the right in the room of stone Gargoyles. Enter this passage and you will go to a room flowing with lava. In that room, recite the spell of Motari. If you don't have the spell of Motari, return to the Library and read the books while using the Glasses that are in the desk. After you recite the spell of Motari in the lava room a bridge will appear and take you to a room with three Levers. If you use the Levers in the correct order (which is illustrated on the stairs in the Sphinx room) you will receive the Silver Orb. Return to the Gargoyle room once you have the Silver Orb and blind the Gargoyles by reciting the spell of Illumina. Then pass under the Gargoyles and go to the left. In the next room you'll find a well. Toss the Big Coin, which you received at the look-out point, into the well and ride the wind down to the bottom!



Study the stairs in the Sphinx room.



Use the Levers in the order shown in the Sphinx room to receive the Silver Orb.

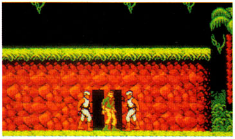


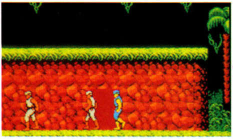
Speak the spell of Illumina to blind the Gargoyles.

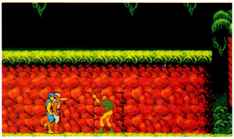
CODE NAME: VIPER

HOW DO I EXIT HIDDEN ROOMS WITHOUT BEING AMBUSHED?

Your mission through the hostile South American jungle is riddled with dangers at every turn. Weapons, ammunition and prisoners wait behind revolving doors. While you're checking the hidden rooms, enemies can sneak up and attack when you come out. To make sure that you emerge from the rooms at opportune times, press and hold Up on the Control Pad to stay inside and then release to leave when the coast is clear. This way, you'll be able to turn the tables and catch your enemies off guard.


Press and hold Up on the Control Pad.

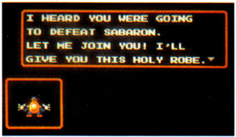

Continue to hold Up and wait.


Get out and go!

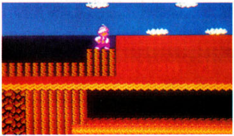
THE MAGIC OF SCHEHERAZADE

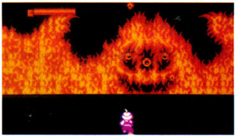
HOW DO I ENTER THE FIRE PALACE AND DEFEAT THE SALAMANDER?

The Fire Palace is in Chapter Four. You'll have to travel into the Past to find it. The only way to enter the lava pit that surrounds the Fire Palace is by wearing the Holy Robe. Find Gubibi in the Palace in the Present to receive the Holy Robe. Then go back to the Past, sink into the lava pit and explore the Fire Palace. The Salamander in the Palace can only be beaten by a Magician. Change into a Magician using the Moscom in the room located to the left of the Salamander. Return to the Salamander and use the Crystal to defeat it.

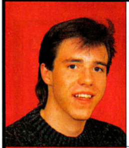

I HEARD YOU WERE GOING TO DEFEAT SABARON. LET ME JOIN YOU! I'LL GIVE YOU THIS HOLY ROBE.

Find Gubibi in the present.


Use the Holy Robe to enter the Palace.


Change into a Magician and defeat the Salamander.

GAME PLAY COUNSELOR PROFILES

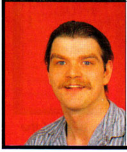


Name: Mike Snyder

Became GPC: December, 1989
Hobbies: Skiing, Video Games and Camping
Highest Game Score: Finished Bionic Commando in one life
Favorite NES Game: Bionic Commando

Name: Dean O'Connor

Became GPC: June, 1989
Hobbies: Bowling, Electronics and Music
Highest Game Score: First GPC to finish Super Mario Bros. 3
Favorite NES Game: Tetris



Name: Rich Richardson

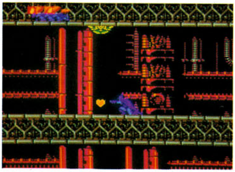
Became GPC: March, 1989
Hobbies: Motorcycles, Hard Rock, Tapes and CDs
Highest Game Score: First GPC to finish Hudson's Adventure Island
Favorite NES Game: Super Mario Bros. 3

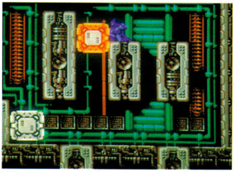
Name: Dane Emerson

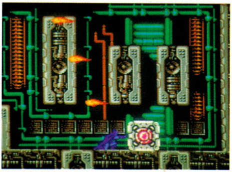
Became GPC: April, 1989
Hobbies: Computers, Electronics, Sports, Video Games and Aircraft
Highest Game Score: Finished both Bionic Commando and Strider in one day
Favorite NES Game: Bionic Commando

BATMAN HOW DO I DEFEAT THE DUAL-CONTAINER ALARM IN STAGE 4-4?

At the heart of the abandoned Laboratory you'll find two heavily armored vehicles working together to defeat all intruders. In the corridor that leads to the alarm room, make sure that you jump up so that the ceiling is visible. Then stay on the right side of the Drop Claw, kneel and punch the dropped Bombs. Collect the items that the Bombs have left and Power-Up. As soon as you enter the Alarm Room, Wall Jump to the left edge of the center platform, face left and kneel. As the vehicles approach, punch them quickly. When the vehicles are on opposite sides of the room, drop down to avoid crossfire and then quickly return to the center platform. After you have defeated one of the vehicles, the other one will slide back and forth on the floor and shoot fire bombs upward. To combat this change in attack methods, drop to the floor, move to the far left and fire at the vehicle. When the vehicle gets close, punch rapidly and finish it off.

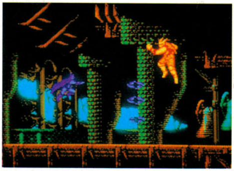

Jump up to reveal the Drop Claw and Power-Up.

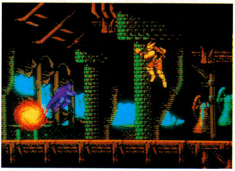

When you enter the alarm room, jump to the center platform.

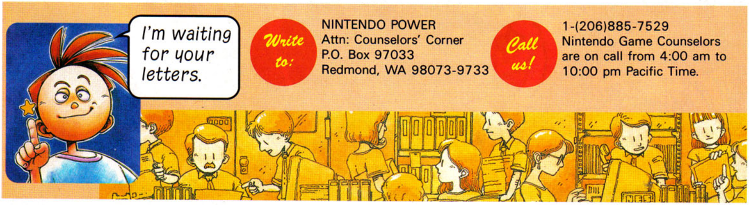

When one vehicle remains, hit the ground and attack!

BATMAN HOW DO I DEFEAT THE FIREBUG IN STAGE 5-2?

The incredible Firebug is all that stands between you and a one-on-one confrontation with the Joker. A fight with this creature is much more than a warm-up, though. He sends out super powerful bursts of atomic fire that will send you reeling. When you enter the room, the Firebug will charge. Stay on the left side of the room and fight him off with the Dirk. He will back off and throw Fireballs while jumping from the center of the room to the far right edge. Jump over the Fireballs when they get close and fire the Dirk when the Firebug lands. If you run out of weapons, move to the right slightly, continue to jump over the Fireballs and punch the Firebug when he gets close.


Fight off the Firebug as soon as you enter the room.


Jump over the Fireballs and use the Dirk!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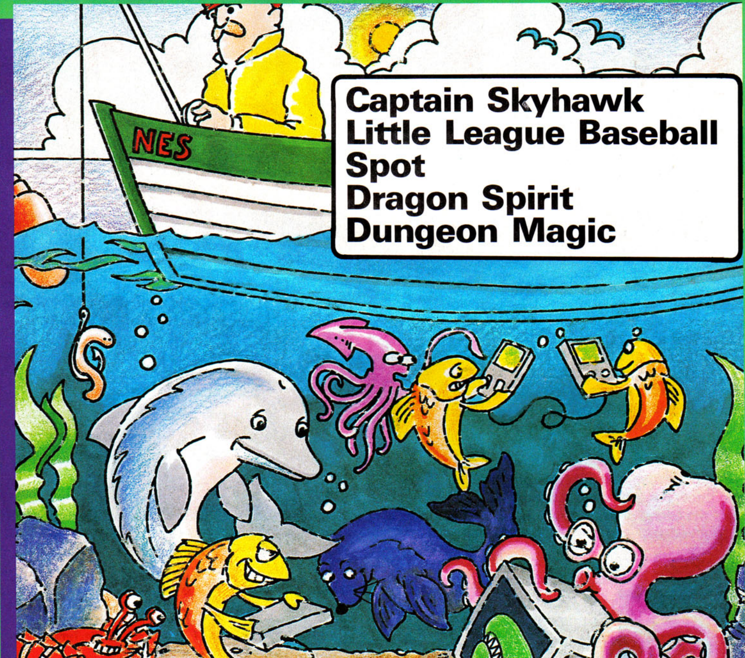

Captain Skyhawk
Little League Baseball
Spot
Dragon Spirit
Dungeon Magic

MILTON BRADLEY PRESENTS
Captain SKY HAWK™

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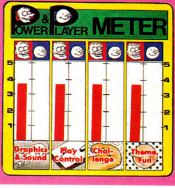
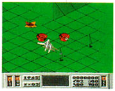
CAPTAIN SKYHAWK™

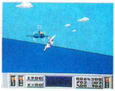
Blast off for a barrel rolling multi-mission attack on enemy forces with a new kind of flight simulator from Milton Bradley. As ace pilot Captain Skyhawk, you've got your work cut out for you; soaring over 3-D landscapes, destroying enemy camps and saving scientists so that the secret weapon doesn't fall into enemy hands. Fly steady, watch your speed and get ready for a battle with a strange alien base!



FLIGHT SIMULATION AND ALL-OUT ACTION!

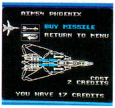
Two types of missions with two different viewpoints add to the versatility of this action-packed game. In land missions the action is seen from overhead so that you can easily steer around obstacles. In open air combat missions the view is from behind for accurate shooting.



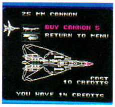


EARN CREDITS TO BUY SPECIAL WEAPONS

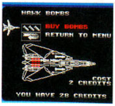
For every enemy fighter plane you destroy in the open air combat missions, you'll earn a credit towards the purchase of special weapons. It's important to be an accurate shot from the very beginning and, using your credits, build up a super powerful plane for advanced stages.


AIM54 PHOENIX
BUY MISSILE
RETURN TO MENU
COST 2 CREDITS
YOU HAVE 17 CREDITS

Use Missiles to hone in on enemy fighters.


25 MM CANNON
BUY CANNON 5
RETURN TO MENU
COST 10 CREDITS
YOU HAVE 14 CREDITS

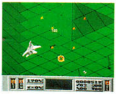
Get extra Cannons for rapid fire.


HAWK BOMBS
BUY BOMBS
RETURN TO MENU
COST 2 CREDITS
YOU HAVE 28 CREDITS

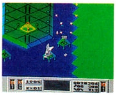
Hawk Bombs take out multiple enemies.

BLAZE OVER LAND WITH SUPER CONTROL

In the land missions, speed, altitude and steering are easy to control. Perfect the barrel roll and you'll be a force to be reckoned with. Extra Cannons are super useful to pick off all the enemies and earn 1-Ups.



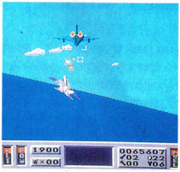
Fly by obstacles and take out enemies.



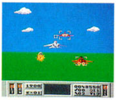
Press Select for a barrel roll.

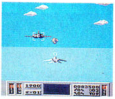
TAKE ON A FLEET OF FIGHTERS

It's you against the world in open air combat missions. Lock on enemy fighters and blast them with your guns. Save Missiles for oncoming planes. They're not in sight for very long, so you need to act fast.



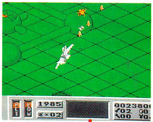
Use Missiles to take out quick planes.



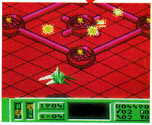


Stay in the center of the screen to avoid being caught off guard.

BLAST THE BASE

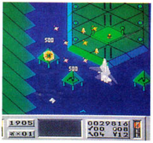


Enemy Bases fire from several places. Keep shooting and fly by.



If you move quickly you'll be able to avoid the fire and disable the base.

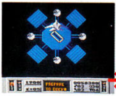
SAVE THE SCIENTIST



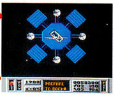
In scientist saving missions, the walls are closer and bases fire more rapidly.

DOCK FOR SUPPLIES

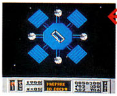
The Space Station rotates to maintain its artificial gravity. When it comes time to dock, line up your plane just right and dock when the opening is horizontal.



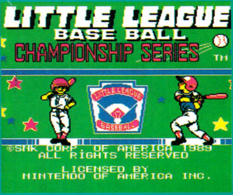
Take it down.



Bring it in.



You made it!


LITTLE LEAGUE
BASE BALL
CHAMPIONSHIP SERIES
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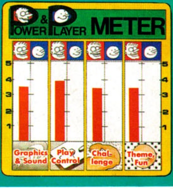
LITTLE LEAGUE BASEBALL™

Baseball, the great American pastime, has gained popularity around the world thanks in part to Little League Baseball. To honor the 50th Anniversary of Little League Baseball, SNK created Little League Baseball Championships, a great new baseball game that's similar enough to Baseball Stars to be a sequel (or "prequel") but has fresh features that make it a whole new ball game!

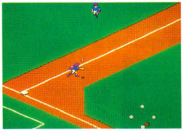


IT'S CHAMPIONSHIP TIME!

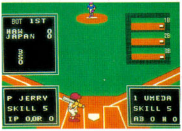
Baseball kids are gathering from all over the world for the play-offs to prove who's No. 1. To get to the championships, your team will have to advance through three grinding rounds of competition.

PLAY EXHIBITION OR CHAMPIONSHIP MODE

Exhibition play lets two teams go at it for a single match, giving you a chance to get a real feel for the game. In Championship Mode, you can set up a new series and pick which teams you control, and which are played by the computer. Of course, it's also possible for two human players to go head-to-head. A password will save your standing in the series.



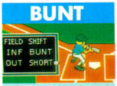
The field is the same no matter where you play.


BOT 1ST
HAW 0
JAPAN 0
1B
2B
3B
P JERRY
SKILL 5
IP 0.0R 0
1 UMEDA
SKILL 5
AB 0 H 0

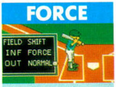
You went all the way!

PLAY CONTROL LIKE BASEBALL STARS

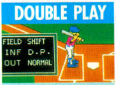
If you liked Baseball Stars, you'll enjoy the familiar play control of Little League. A new feature of Little League is the ability to shift players in the field, depending on the game situation, using real managerial strategy. Even though you can't see the fielders in the batting/pitching screen, you'll know they're in the right position.


BUNT
FIELD SHIFT
INF BUNT
OUT SHORT

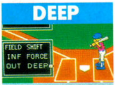
Infielders move in to field the bunt.


FORCE
FIELD SHIFT
INF FORCE
OUT NORMAL

Infielders play near their bases.


DOUBLE PLAY
FIELD SHIFT
INF D.P.
OUT NORMAL

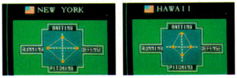
Infielders shade slightly behind the baseline.


DEEP
FIELD SHIFT
INF FORCE
OUT DEEP

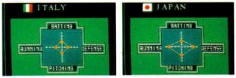
Infield deep to prevent extra base hits.

POWER ANALYSIS MODE

Before you pick the team you want to take to the championships, you can analyze the strengths of each of the 15 teams. In the Power Analysis mode, a graph will rate the team in Batting, Running, Defense and Pitching. In addition to the team analysis, each individual player on a team has a skill rating in batting and pitching. Following Little League rules, free substitution is possible, and any team member can play any position. If your pitcher gets tired and the guys on the bench are weak, try substituting an infielder or outfielder.


NEW YORK
BATTING
RUNNING
DEFENSE
PITCHING
HAWAII
BATTING
RUNNING
DEFENSE
PITCHING

If you're just starting, play as the awesome New York team.


ITALY
BATTING
RUNNING
DEFENSE
PITCHING
JAPAN
BATTING
RUNNING
DEFENSE
PITCHING

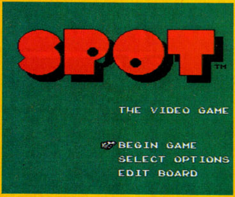
For a real challenge, try taking the weaker Italian team all the way.

WHO NEEDS ANOTHER BASEBALL GAME?

Admittedly, there are many baseball games available for the NES, and many players already have favorites. But if you want a new diamond simulation with a slightly different feel and a touch of humor, try Little League Baseball.

CHAMPIONSHIP SERIES
EXHIBITION MODE
POWER ANALYSIS
LITTLE LEAGUE CHAMP SERI
OUT
P MARIO
SKILL 2
3 DUKE
SKILL 3
10

Win Or Lose, Do Your Best! Play Ball!



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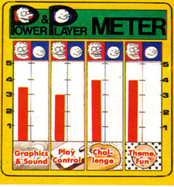
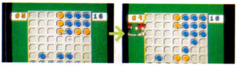
SPOT™

If you watch television, you're probably familiar with the Spot, that mischievous prankster from the 7-Up commercials. In the ads, the Spot can pop up almost anywhere, so it was only a matter of time before it infested the NES. Arcadia Systems, a new NES licensee, is bringing out Spot, a board game style strategy challenge featuring the Spot.

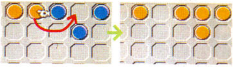


SIMPLE RULES, COMPLEX CHALLENGE

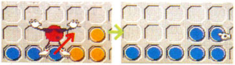
Spot's rules are simple, but the game's subtle strategy makes it complex. Opposing players attempt to dominate the board with their color of chips. Any time you place your chip next to your opponent's chips, all the chips bordering your chip will be turned to your color. The game is a see-saw battle for board supremacy.



Choose a piece to move. If you move it into an empty adjacent square, you will clone your piece.



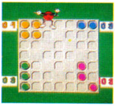
You can also skip over one square, but you won't clone your piece, and you'll leave behind an empty space.



You can move your piece in any direction as long as it is within two spaces from the spot you started in.

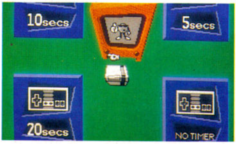
FOUR CAN PLAY WITH A FOUR PLAYER ADAPTER

Spot makes a great party game when four players get together for a double head-to-head play. Spot can be played with up to four players, with any combination of human and computer players.



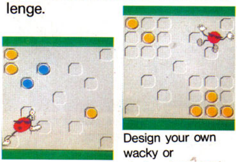
SELECT OPTIONS

Several options are available to customize the game. You can place time limits on each player (5, 10, 20, or 30 seconds), change the skill level of the computer opponent and play with or without the animated Spot characters. It's a very versatile game!



EDIT MODE

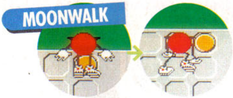
Spot contains 512 pre-made boards, plus an Edit Mode where you can modify boards to create your own. Combine the ability to create boards with the other customizing aspects of the game, and Spot can provide an unlimited challenge.

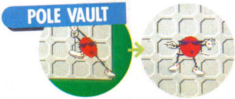


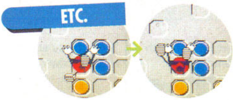
Design your own wacky or challenging board.

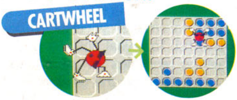
HUMOROUS ANIMATION ADDS TO SPOT'S FUN!

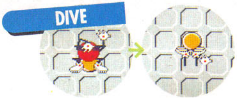
As you play, you can choose to have an animated Spot character follow your moves. The Spot's 35 possible movements are smoothly animated, and the actual move the Spot makes will depend on your move.





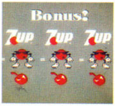






FIND THE SECRET SPOT SQUARES

At certain points in the game, you will be given the chance to play the Bonus Machine. Line up three identical symbols— Spot, 7-Up, Cherry or Arcadia— and win prizes ranging from a free turn to a piece swap with another player. Give it a spin and win!



HI
020000
SCORE
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DRAGON SPIRIT
TM
THE NEW LEGEND
▶ START

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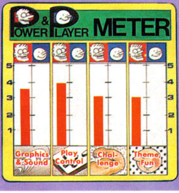
TM&© 1987 1990 Namco Ltd.

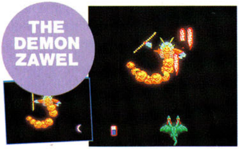
DRAGON SPIRIT™ THE NEW LEGEND

In the fantasy world of Dragon Spirit, a demon's reign of terror has plunged the people into despair. If this game followed the pattern of many action games, you would expect a muscle bound warrior or sleek starship to come to this world's rescue, but no—the hero of this game is a ferocious fire-breathing dragon. From Bandai comes this faithful adaptation of the classic arcade "fly & fight" game, Dragon Spirit.



PLAY THE PROLOGUE TO DECIDE YOUR SKILL LEVEL

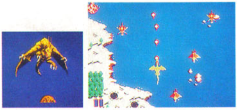
Start your new legend by reliving a battle from the past between your father King Arum and the demon Zawel.



Shoot Zawel when his staff is raised and avoid his boomerangs.

GOLD DRAGON MODE (FOR BEGINNERS)

If you lose the battle with Zawel, you'll start the game as a Gold Dragon, skip most of the stages, and in the end you'll find the whole adventure was just a dream.



Get a cute dream ending in the Gold Dragon mode, then play as a Blue Dragon.

BLUE DRAGON MODE (FOR ADVANCED PLAYERS)

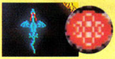
Defeat Zawel and play the real game of Dragon Spirit as a Blue Dragon. Battle through all nine stages, and you'll get a different, "good" ending. The Blue Dragon has less life force, for a more challenging game.

TIP THE SCALES IN YOUR FAVOR WITH OPTIONAL WEAPONS!

Even though you "fly" a dragon you can still collect optional weapons to make yourself more powerful. To reveal options, shoot flashing enemies or bomb the colored eggs on the ground.

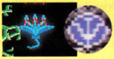
POWER-UP

Boosts your breath weapon's power.



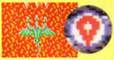
HEAD

Sprouts another head.



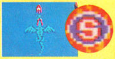
FIRE

Increases your rate of fire.



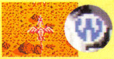
SMALL

Decreases the size of your dragon.



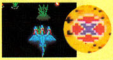
WIDE

Returns your dragon to normal.



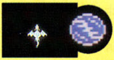
EARTHQUAKE

Lets you spit earthquake bombs.



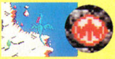
INVINCIBLE

Grants temporary invincibility.



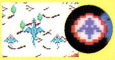
SPEED-UP

Makes your dragon fly faster.



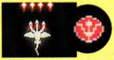
OPTION

Creates two mini-dragons to help.



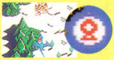
WIDEFIRE

Turns your weapon into a fan of flames.



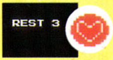
POWER-BOMB

Spit bombs that destroy enemies.



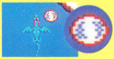
EXTRA DRAGON

Gives you another chance in battle.



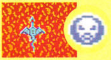
SCORE-UP

Awards you with bonus points.



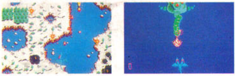
POWER-DOWN

Takes away some of your power.



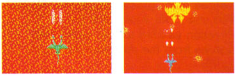
AREA 1 THE PALEOZOIC ERA

In this stage, an ancient turtle dragon spews flames at you from miles away. Give him a taste of your own fiery breath weapon.



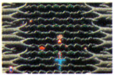
AREA 2 VOLCANO

Avoid the geysers of flames in your path, and be ready for the attacks of living fire beings from the lava.



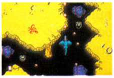
AREA 3 JUNGLE

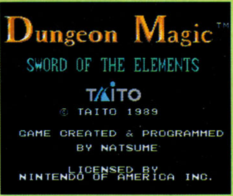
Bomb the giant plant at the end of the jungle to defeat it.



AREA 4 GRAVE YARD

A giant skeletal dragon awaits you at the end of this desolate area.




Dungeon Magic™

SWORD OF THE ELEMENTS

TAITO

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GAME CREATED & PROGRAMMED BY NATSUME

LICENSED BY NINTENDO OF AMERICA INC.

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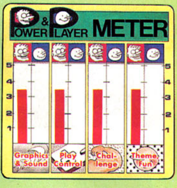
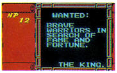
DUNGEON MAGIC™

A new experience in adventure gaming for the NES has been created by Taito. What's so new about Dungeon Magic? Just about everything. The view, for one, is exactly what the hero would see. By turning and moving, new vistas open up in real-time, and clues and dangers are revealed. In addition, the variety of magic spells is truly awesome. There is a spell for every situation—good and bad.



FIGHT AND PARRY

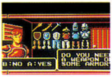
Both dungeons and overworld areas are teeming with enemies. Usually they'll appear a step or two ahead of you, giving you little time to react. Step back to Parry the first blow and look quickly around to see if other enemies are present.


HP 12

WANTED:
BRAVE WARRIORS IN SEARCH OF FAME AND FORTUNE.
THE KING.

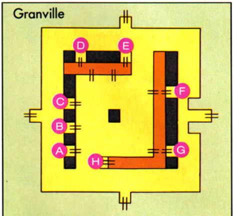
AROUND THE TOWN

In Granville town you'll want to speak with everyone you meet. At first, it will be difficult finding your way. Watch your compass and follow the map below. Visit all the shops and wizards.


DO YOU NEED A WEAPON OR SOME ARMOR?

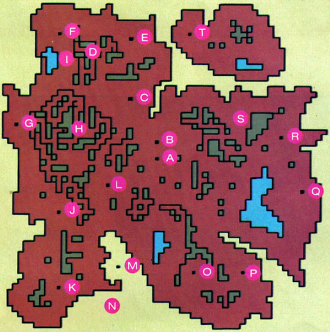
B:NO A:YES

People in every town are a great source of information. Write down their clues.



E—Wizard
D—Wizard
C—Armorer
B—Inn
A—Grocer
F—Wizard
G—Wizard
H—Wizard

THE OVERWORLD

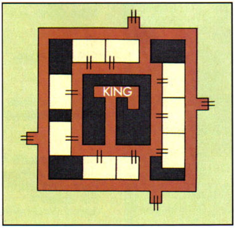


A. Granville
B. Grades Castle
C. Gran
D. Fire Sword
E. Fire of Serpents
F. Selle Sanctuary
G. Deirus
H. Pitfall
I. Sara Spring
J. Dragon King Cave
K. Warrior Hill
L. Bell
M. Legendary Temple
N. Cape of Wind
O. Keme Cave
P. Zandor
Q. Darious Maze
R. Sull
S. Dungeon of Doom
T. North Tower

SEE THE KING

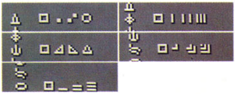
Leave the town through the North Gate and walk to the castle. Inside, turn Left, Right, Left and Right again to reach the King and Queen in the center of the castle. There

you are told to seek the great sword called Tores.



MULTIPLE MAGIC

Dozens of magical spells are yours if you help the wizards recover the lost swords of magic. By choosing magic symbols in different combinations, weave spells to attack enemies or heal your wounds.



A GREAT CHALLENGE

It won't be easy defeating Darces. At first, the hero's-eye view may be confusing. Make maps of all new areas and use the compass.

NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1943

David Correa	Hayward, CA	2,518,700
Steve D. DeBoer	Wyoming, MI	1,584,000

720°

Mark Garcia	Dekalb, IL	654,300

THE ADVENTURES OF BAYOU BILLY

Sean Slattery	Boston, MA	999,999

THE BATTLE OF OLYMPUS

Sean Conley	New Albany, NJ	Finished
Eric Karnes	Roanoke, VA	Finished
Dwight Kerr	Anchorage, AK	Finished
Pierre Langlois	Montréal, PQ	Finished
The Longworthy Family	Tustin, MI	Finished
Chris Welge	Milwaukee, WI	Finished

BOMBERMAN

Laszlo K. Fotter	Sacramento, CA	999,999,990
Bob & Fran Hembree	Portland, OR	999,999,990
Carrie Botarf	San Pierre, IN	999,999,990

A BOY AND HIS BLOB

John M. & John J. Nanfro	Rome, GA	Finished

CASTLEVANIA (GAME BOY VERSION)

David Rosen	Stroudsburg, PA	2,900,220

COBRA TRIANGLE

Dave Ingleston	Manchester, NJ	944,700
Erik Burneyko	Kearney, NJ	937,600
Michael Polito	Easthampton, MA	912,350

DIG DUG 2

Eric Z. Moyer	Reading, PA	116,600

DISNEY'S DUCK TALES

Martha J. Trice	Detroit, MI	23,591,000

DOUBLE DRAGON II: THE REVENGE

Bob Ward	Brecksville, OH	369,000

FIST OF THE NORTH STAR

Jason & Shaun Thomas	Calgary, AB	1,585,400

GALAGA

Ryan Koenig	Greeley, CO	3,506,960
Robert Locke	Leesville, LA	1,171,170

GODZILLA

Michael Arnold	Hilton, NY	11,102,640

GYRUSS

Mike Moore	Phoenix, AZ	9,999,990

HUDSON'S ADVENTURE ISLAND

Patrick Durham	San Francisco, CA	391,210
Jennifer Tyll	Sterling Heights, MI	337,070

IRONSWORD

Craig Stimmel	Colville, WA	594,193

KUNG FU HEROES

Kevin Vogel	Wichita, KS	1,580,500
Tae Lee	Baltimore, MD	1,141,000
Seth Roby	Robins AFB, GA	1,097,300

THE LEGEND OF KAGE

Lauren Lutz & Jennifer Scumaci	Levittown, NY	365,000

MAPPYLAND

Tom Schenkel	New Glarus, WI	266,850
Norma Schenkel	New Glarus, WI	244,570

MEGA MAN

Mike Gann Jr.	Enterprise, AL	277,900

MICKEY MOUSECAPADE

Edward Lichi	Lancaster, PA	9,999,990

MILLIPEDE

Jason Tarshis	Campbell, CA	415,800
William Smitley	Marshall, IL	220,747

NINJA GAIDEN

Chad Kappes	Tuscola, IL	999,900
Sam Martin	Archie, MO	999,900
Ryan Sanders	Portland, OR	999,900
Bill Schad	Muskegon, MI	999,900
Jason Weekley	Eugene, OR	999,900

NOBUNAGA'S AMBITION

Sean Crowl & Skip Mena ▶	Dallas, TX ▶	Finished
Jonathan Gerardo ▶	Miami, FL ▶	Finished
Wayne Hughes ▶	Enterprise, AL ▶	Finished
Kevin Nettleingham ▶	Vancouver, WA ▶	Finished
Sean Queller ▶	Marlboro, NJ ▶	Finished
Jim Settles ▶	Carter Lake, IA ▶	Finished
Ty Stansill ▶	Worland, WY ▶	Finished

OPERATION WOLF

Tim Ruhl ▶	Pasadena, MD ▶	638,350

PAPERBOY

Jim Fee ▶	Armada, MI ▶	140,500
Darren Spach ▶	South Dartmouth, MA ▶	119,200
Michael Skipper ▶	Port Richey, FL ▶	63,400
Mathew Burgess ▶	Pittsburg, CA ▶	57,600

P.O.W.

Michael Botkin ▶	Cary, NC ▶	252,890
Jim Murray ▶	Oroville, WA ▶	236,600
Ben Hanlon ▶	Scottsdale, AZ ▶	231,100
Shaun Mathur ▶	Vernon Hills, IL ▶	229,000

R.C. PRO-AM

Rick Zagame ▶	Cherry Hill, NJ ▶	423,457
Clifford Chao ▶	Morago, CA ▶	299,423

RAMPAGE

Greg Stuart ▶	Manhattan Beach, CA ▶	3,822,500
Marshall Van Valen ▶	Sayville, NY ▶	2,772,250
David Palmer ▶	League City, TX ▶	2,708,576

RIVER CITY RANSOM

Jeff Caruso ▶	Saint Louis, MO ▶	Finished
Ben Conngingham & Cham Johnston ▶	Knoxville, TN ▶	Finished
James Davis & Tadd Desilets ▶	Manchester, NH ▶	Finished
Clinton Dukes ▶	Grand Terrace, CA ▶	Finished
David Foster ▶	Brownfield, ME ▶	Finished
Ronnie Lipinski & John Counsola ▶	Steve D'Donnell. Chicago, IL ▶	Finished
Dave Macchia ▶	Wayne, NJ ▶	Finished
Ben McClanahan ▶	Blue Springs, MO ▶	Finished
Michael Roland & Dennis Hunt ▶.	Madison, TN ▶	Finished
Matthew Vita ▶	Trumbull, CA ▶	Finished

ROBOCOP

Randy Rockafellow ▶	Utica, MI ▶	181,590
Patrick McBride ▶	Fort Lauderdale, FL ▶	124,832

ROBO WARRIOR

Jeffrey Sieggreen, Jr. ▶	Midland, MI ▶	9,999,900
John Wright & Ryan McCormick ▶	Allegan, MI ▶	9,999,900

RUSH 'N ATTACK

Frank Malloy ▶	Riverside, CA ▶	3,256,200

SEICROSS

James Leveillee ▶	West Warwick, RI ▶	9,999,950
Jon Mattson ▶	Roseau, MN ▶	9,999,900
Nick Ramirez ▶	Lafayette, CO ▶	9,999,900

SUPER MARIO BROS. 3

Craig Robel ▶	Stirling, NJ ▶	1,134,810
Eric & Ann Kropfreiter ▶	Sterling Heights, MI ▶	858,550
Jacob Sasson ▶	Fairlawn, NJ ▶	617,920

SUPER MARIO LAND (GAME BOY VERSION)

Mark Cabanayan ▶	Waukegan, IL ▶	840,920
Brian Boyars ▶	Matawan, NJ ▶	835,720

STAR SOLDIER

Matt Hastings ▶	Hinsdale, IL ▶	807,900

STEALTH ATF

Mark Sng ▶	Chester, OH ▶	545,000
Cameron Pinkerton ▶	Harvest, AL ▶	319,000
Gregory Kline ▶	Meadville, PA ▶	300,800

TETRIS

Daniel Hemhauser ▶	Metuchen, NJ ▶	259,160
Jon Hobson ▶	Grapeland, TX ▶	236,740
Jason Reid ▶	Montgomery, AL ▶	174,732
Doug Brown ▶	Essex, MA ▶	174,125
Esther Hwang ▶	Chester, NJ ▶	172,382
Brett Bentson ▶	San Francisco, CA ▶	163,525
Mike Cavarol ▶	New Orleans, LA ▶	153,952
Allen Sugg ▶	Wauscon, OH ▶	140,984
Jeremy Nyboer ▶	Norcross, GA ▶	138,157
J. J. Jones ▶	Las Vegas, NV ▶	134,426
Mark Staloff ▶	East Brunswick, NJ ▶	133,331
A. D. Dunn ▶	Riverside, CA ▶	125,035
Michael Luongo ▶	Howell, NJ ▶	121,152
Jeff Toxey ▶	Tuscaloosa, AL ▶	116,892

TETRIS (GAME BOY VERSION)

Michael Parris ▶	Fort Worth, TX ▶	127,446

TRACK & FIELD

Christopher Bucci ▶	Erie, PA ▶	999,999
Jody Fortson ▶	China Grove, NC ▶	999,999
Gaby LeClerc ▶	Chicoutimi-Nord, PQ ▶	999,999

ZANAC

Luis Vega ▶	Brooklyn, NY ▶	2,966,800

TAKE YOUR BEST SHOT!!

Do you ever wonder how you stack up against other NES players on your favorite games? You can check it out right here in every issue. We'll print all the outstanding scores we receive from our readers. Would you like to see your score in the next issue?

First, we need evidence of your great achievement, so be sure to capture it on film. For best results, use a 35 millimeter camera, turn off all of the lights in the room (make it nice and dark), and don't use a flash. Take a couple of shots, and send us the best one.

Some days do you just know you are going to be hot? Well, when you get that "ain't no stopping me" feeling, follow the Boy Scout motto and "Be Prepared." Get out the camera and make sure there's film in it, so you don't miss a golden opportunity to document your potentially record breaking accomplishment.

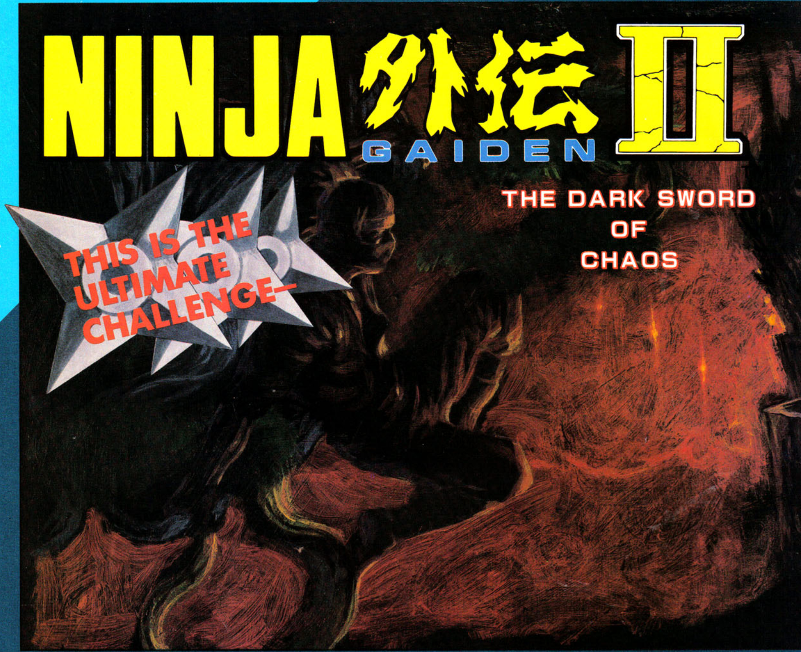
We want to hear from as many of you as possible. So, warm up your thumbs, crack your knuckles, rub the sleep out of your eyeballs and get ready to score! Mail your photo, along with a note listing the game, your score, your name and address, to:

NINTENDO POWER
NES ACHIEVERS
P.O. BOX 97033
REDMOND, WA
98073–9733

THE NINTENDO POWER STRATEGY G

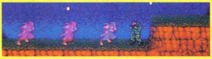
NINJA 外伝 GAIDEN II

THE DARK SWORD OF CHAOS


THIS IS THE ULTIMATE CHALLENGE—

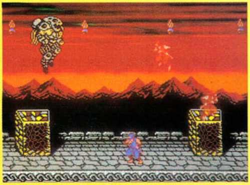
KNOWLEDGE—THE KEY TO

An ancient Chinese philosopher, Sun Tzu, once said, "If you know your enemy and you know yourself, you need not fear the outcome of a hundred battles." The Ninja Gaiden II Strategy Guide reveals everything you need to know about Ryu's Ninja techniques and the dark powers of his fearsome enemies.



A new skill Ryu has learned, the Body Splitting Power, takes the place of the mighty Jump And Slash technique.

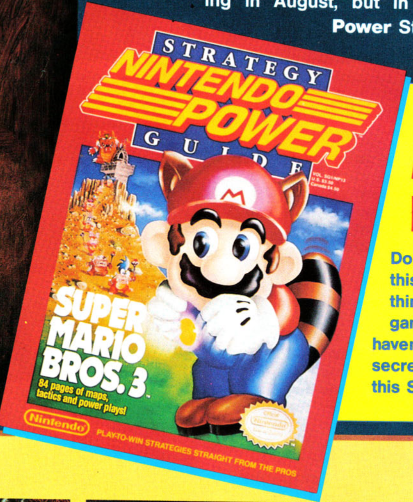
You'll find all the exciting cinema scenes recapped in the Strategy Guide.



Enemy behavior is broken down and analyzed, revealing weak points and giving you the edge in combat.

UIDE SERIES CONTINUES...

Each **Nintendo Power** Strategy Guide goes to the heart of a game, locating and uncovering all of its hidden secrets in one comprehensive 84 page book, with game maps to help you find your way and warn of hidden dangers. Super tips to boost your score and your chances of survival. Secret techniques for collecting extra lives. These are but a few of the things you'll find not only in the Ninja Gaiden II Strategy Guide, coming in August, but in every **Nintendo Power** Strategy Guide.

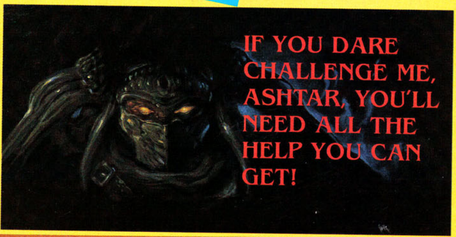

STRATEGY
NINTENDO POWER
GUIDE
SUPER MARIO BROS. 3
84 pages of maps, tactics and power plays!
Nintendo
PLAY-TO-WIN STRATEGIES STRAIGHT FROM THE PROS

SUPER MARIO BROS.3

Don't miss out on this one! Even if you think you know the game, we bet you haven't found all the secrets revealed in this Strategy Guide.

ICTORY

The evil Kelbeross Demon Dogs return, but you've beaten them before and you can do it again!

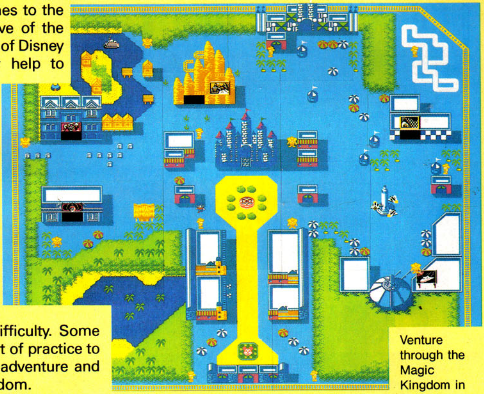

IF YOU DARE CHALLENGE ME, ASHTAR, YOU'LL NEED ALL THE HELP YOU CAN GET!

VIDEO SHORTS

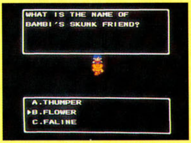
ADVENTURES IN THE MAGIC KINGDOM™ from CAPCOM

© The Walt Disney Company Produced by Capcom Co. Ltd./Capcom U.S.A., Inc.

Walt Disney's Magic Kingdom comes to the NES with an adventure through five of the park's biggest attractions and a test of Disney trivia. Mickey Mouse needs your help to unlock the Castle and find the Golden Key to the Gate before he can start the big parade. Your journey to retrieve the six Silver Keys to the Castle will take you through Autopia, Space Mountain, the Pirates of the Caribbean, the Haunted Mansion and Big Thunder Mountain Railroad. As you walk from one attraction to the next, you'll find the last Silver Key by answering questions about Disney characters and movies. The game includes a number of different activities which vary in difficulty. Some are basic, while others will take a lot of practice to master. Gear up for a challenging adventure and make your way to the Magic Kingdom.



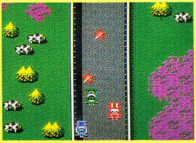
Venture through the Magic Kingdom in search of the Silver Keys to the Castle.



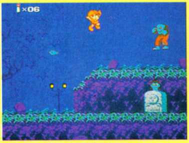
WHAT IS THE NAME OF
BAMBI'S SKUNK FRIEND?

A.THUMPER
▶B.FLOWER
C.FALINE

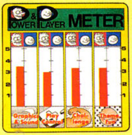
Test your knowledge of Disney trivia.



Race through Autopia.



Find a Key in the Haunted Mansion.

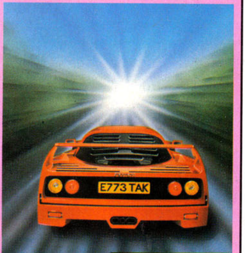


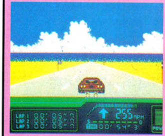
RAD RACER II™

from SQUARE

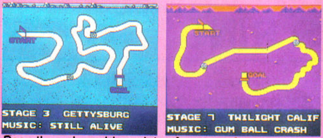
TM & © 1990 Square Co., Ltd.

Blast off for a turbo charged rally through eight cities, from Key West to San Francisco, in an updated version of the NES classic, Rad Racer. This new treatment features easy to control steering, two kinds of music (or just the sound of the engine if you prefer) and a zero to 255 mph Turbo Boost. You'll send you car sailing from a standstill to maximum speed in seconds with this nitro-packed burst of pure energy. In each course you'll come across checkpoints that you must pass before your fuel supply runs dry. If you don't make it in time, the game will be over. You can get a second chance, though. When the title screen returns, just press and hold the A Button. Then press Start and you'll go back to the beginning of the most recently raced course!

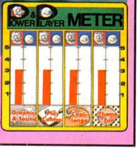




Turbo Boost!



Race through a wide variety of courses from coast to coast.

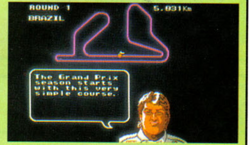


MICHAEL ANDRETTI'S WORLD G.P.™

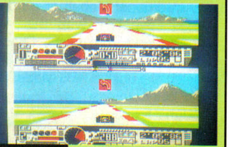
from AMERICAN SAMMY

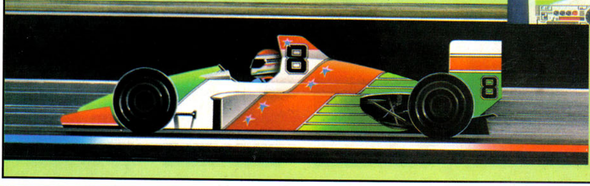
TM and © 1990 American Sammy Corp.

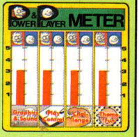
Michael Andretti knows Grand Prix racing. He and his famous father, Mario, have been on the circuit for years. Now he brings his knowledge of race car driving to the NES with Michael Andretti's World G.P. from American Sammy. Join in on the excitement with 16 courses and four different cars. The action is shown with a split screen which will allow you to watch two players racing simultaneously, or look at your position on a map of the course when you are racing against the clock. The steering in this game is somewhat different from the steering in other racing games in that you must repeatedly press the Control Pad to rotate your car a few degrees at a time. This may ultimately give you more control but it does take some getting used to. One great feature is that Michael Andretti offers tips on each course. If you listen to his advice you'll know what to do at every turn before you take to the course and go for the trophy.



The Grand Prix season starts with this very simple course.





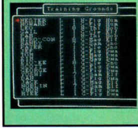


WIZARDRY™

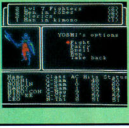
from NEXOFT

© 1990 Andrew Greenberg, Inc. and Sir-Tech Software, Inc.

Strictly for fans of PC style text adventures, Wizardry is a quest in the Dungeons & Dragons vein. Organize a party of adventurers and make your way through the training grounds of the mad overworld. You can use already created characters or establish new ones with special skills. Make a map as you move through the 3-D maze and gain experience with enemy encounters.

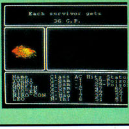


Enlist party members.

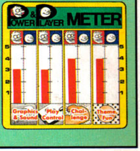

2 Lvl 7 Fighters
Men in robes
Clerics
1 Man in kimono

YOSHI's options

Fight foes in the maze.


Each survivor gets
36 G.P.

Gain experience and gold.

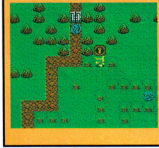


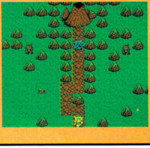
ARKISTA'S RING™

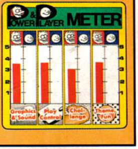
from AMERICAN SAMMY

TM & © 1989 American Sammy Corp.

Explore 125 enemy packed stages in an action game geared for beginning players. Clear each stage of enemies using arrows and Elven treasures. Then grab the key and open the door to the next stage. There are some tricky places, so it pays off to look for hidden passages and to use the treasures wisely. Take your time and avoid enemy fire.


Clear out the enemies and grab the Key.


The enemies come out in force in advanced stages.

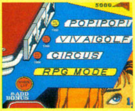


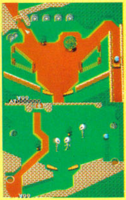
PINBALL QUEST™

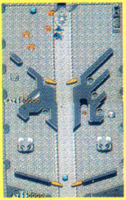
from JALECO

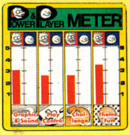
TM and © 1990 Jaleco Ltd.

Play traditional pinball or go on a pinball adventure with this new game concept from Jaleco. Choose from three traditional pinball tables or select the unique RPG Mode. The silver ball bounces through a castle and knocks out enemies on a quest to save a princess. You control the action of the ball through the flippers. Defeat monsters to increase your attack strength and collect gold to purchase stronger flippers and extra abilities. It takes quick reflexes and fast thinking to succeed in your quest.







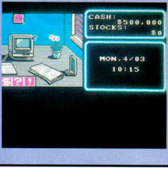


WALL STREET KID™

from SOFEL

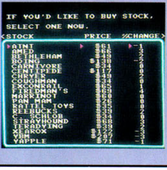
© 1990 Sofel Corp.

Here's the dilemma. You have $500,000 and in one month you must purchase a million dollar mansion to prove you're a success and inherit the family fortune. How are you going to come up with the other half million? Easy. Invest in the stock market! For a price you can get hot stock tips or learn about how the Stock Market works. Make sure that you read the newspaper for stock reports, then use your computer to invest. Try to make good decisions when new deals come up and use your time wisely.

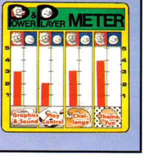


```
CASH:
       $500,000
STOCKS:
             $0

  MON,4/03
   10:15
```



```
IF YOU'D LIKE TO BUY STOCK,
SELECT ONE NOW.
<STOCK          PRICE  %CHANGE>
▸ATNT         ▸  $61   ▸-1
 AMED            $66     3
 BETHLEHAM       $49     2
 BOING          $138    -2
 CARNIVORE       $34     0
 CENTIPEDE      $117     0
 CHRYER          $49     2
 COUGHMAN        $34     0
 EXCONRAIL       $65     1
 FIREDMAN'S      $69     4
 MARRINOT        $60     0
 PAN MAM         $26     0
 RATTEL TOYS     $35     0
 REEBUCKS        $39     2
 C. SCHLOB       $34     0
 STRAYHOUND      $68     3
 TERADYING       $39     2
 XEAROX         $122    -3
 YBM            $207    -3
 YAPPLE          $71    -1
```

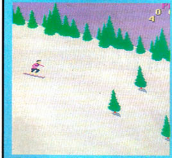


HEAVY SHREDDIN'™

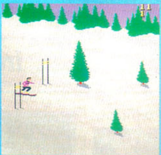
from ABSOLUTE

© 1990 Imagineering Inc.

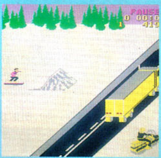
Rip through runs on Poseur Peak, Scary Summit and Mount Mortified in a test of balance and control. Heavy Shreddin' is snowboarding action with three different events. Begin with a downhill race against the clock. Then speed through the slalom where every gate must be negotiated for success. Finally, survive the obstacles of the backwoods courses and your run will be complete. It'll take some practice to master the moves of the game but, with determination, you could be a snowboarding champ.



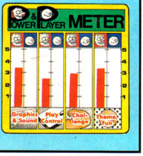
Race against the clock.



Get through the gates.



Survive the backwoods.

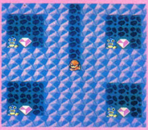


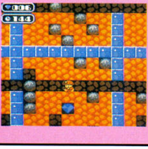
BOULDER DASH™

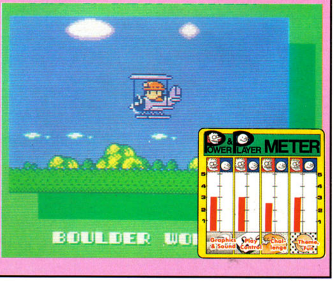
© 1984, 1990 First Start Software, Inc.
© 1990 Victor Musical Industries, Inc.
© 1990 Data East Corporation

from JVC

Dig up the diamond mines and pick up precious gems in a race against the clock and menacing mine dwellers. If you're quick and careful you can dig around the dangers of the mines and really clean up. There are a lot of similarities to Dig Dug here, only, in this game, you don't have an air hose to inflate enemies if they get too close. You've got to rely on your own fast reflexes to dig yourself out of a jam!





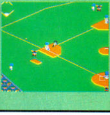


BAD NEWS BASEBALL™

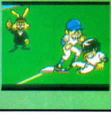
from TECMO

TM & © 1990 Tecmo, Ltd.

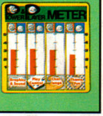
Bad News Baseball from Tecmo is an easy-to-understand baseball exercise with good play control. While regular play is somewhat basic in comparison to more advanced baseball games, something that does make this game unique are the super cinema scenes that are shown during close plays and home runs. One or two players can choose from 12 teams in regular play or two super teams in the all-star mode.



Heading into 3rd base . . .



He's out!

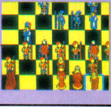


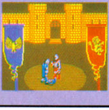
BATTLE CHESS™

from DATA EAST

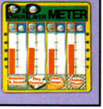
© 1988 Interplay Productions Program © 1990 Data East USA Inc.

Battle Chess takes traditional Chess one step closer to realistic combat. With each move, the pieces come to life and fight to gain ownership of the square. The piece that moves into the square will always win, but it is fun to watch the battle take place. If you want to have less time between moves, you can change the board to the classic chess set-up.





Move your piece to your opponent's square and watch the battle take place.

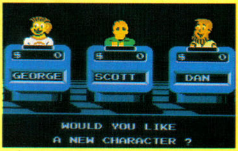


JEOPARDY! 25TH ANNIVERSARY EDITION™

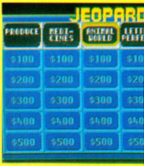
from GAMETEK

© 1990 Jeopardy Productions Inc.
©1990 I.J.E. Inc. Program and Audiovisual by Rare Ltd./Rare Coin-It Inc.

Gametek presents a new treatment of this classic gameshow on the occasion of its quarter of a century anniversary. The format is exactly the same as Gametek's first Jeopardy! game, now with new categories, new questions (or answers in this case) and new contestants. Up to three can play and there are three levels of difficulty.

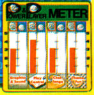


WOULD YOU LIKE
A NEW CHARACTER ?



JEOPARDY!

PRODUCE	MEDI-CINES	ANIMAL WORLD	LETTER PERFECT	FEM. FIRSTS	WORLD WAR II
$100	$100	$100	$100	$100	$100
$200	$200	$200	$20		
$300	$300	$300	$30		
$400	$400	$400	$40		
$500	$500	$500	$50		

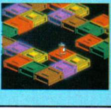


PICTIONARY™

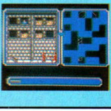
from LJN

© 1990 LJN Toys Ltd. © 1990 Pictionary Incorporated

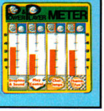
Here's a test of shape recognition and fast reflexes for the whole family. The object is to move your team's playing piece across the board. You'll earn a roll of the dice every time your team recognizes a shape that is drawn on the screen. Reveal shapes piece by piece or draw them on the screen while the others guess the identity of the object. The look and feel is similar to Nintendo's Anticipation.



Move the playing piece.



Identify the object.

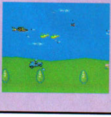


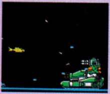
SILKWORM™

from AMERICAN SAMMY

TM and © 1990 American Sammy Corp.

Choose from two different vehicles in a nine stage mission to take out the notorious MH-C2 computer. Pilot the G-Cobra Helicopter with twin cannons or drive the B-Panther Jeep with an adjustable machine gun. Two players can play at the same time with the jeep and helicopter or one player can go on a solo mission with either vehicle. Each stage features a confrontation with the MH-C2's super-charged robots.





Travel over land and air with two-player simultaneous action.

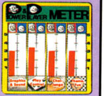
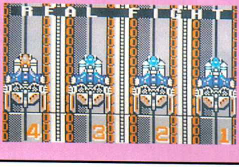


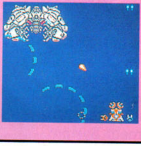
IMAGE FIGHT™

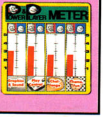
from IREM

© 1990 Irem Corp.

Blaze through five levels of frenzied battle against high-tech alien forces with a super charged fighter. The aliens are headed straight for Earth and only you can stop them. Pick up items to add to your ship's firepower and get blasting. The challenge is to master the use of special weapons and wipe out surrounding fleets of enemies.





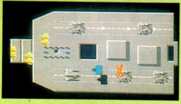


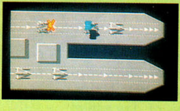
THE LAST STARFIGHTER™

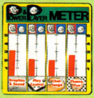
from MINDSCAPE

Copyright © 1983 Universal/Lorimar Joint Venture Program Copyright © 1989, 1986 Graftgold Ltd.

Soar over enemy spacecraft carriers and take out alien ships in a shoot 'em up inspired by the movie, The Last Starfighter. With variable speeds and the ability to change directions in an instant, your ship soars close to the carriers and lands once the enemies are gone. Watch out for tall sections of the carriers and fast fleets of enemies. This one is a real challenge from Stage One.





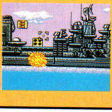


MECHANIZED ATTACK™

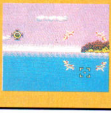
from SNK

© SNK Corp. of American 1990

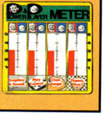
This new military mission can be played with either the Zapper Light Gun or the Standard Controller. Traverse heavy combat areas in a first person point-of-view battle. Choose your shots carefully. Extra ammunition and grenades are always in short supply. You'll need to be a steady shot with quick reflexes to get through the constant barrage of enemy fire.

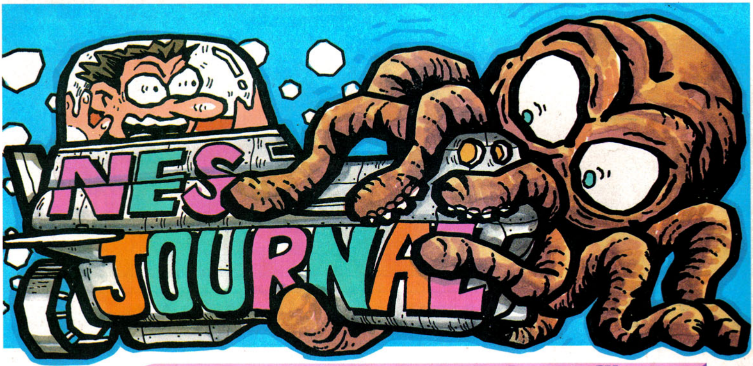


Take out the turrets.



Grab grenades and ammo.





Behind The Scenes At Lucasfilm

The Lucasfilm Games team works on Skywalker Ranch, built by George Lucas as a creative community devoted to fun of all kinds.

When Lucasfilm is mentioned most people think of Luke Skywalker or Indiana Jones, not Dr. Fred and Nurse Edna. But they will, now that Lucasfilm is creating games for the Nintendo Entertainment System.

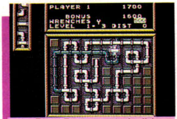
Unless you're a fan of PC games, you might not know that Lucasfilm Games has been designing some of the finest and funniest computer software since 1982. It's all part of George Lucas' vision to build a multi-media family entertainment company producing films, games, theme park attractions, musical recordings, special effects and innovative educational programs. To help stimulate the creativity of Lucasfilm employees, he built the company headquarters at Skywalker Ranch in an isolated valley north of San Francisco. It seems that Star Wars and Raiders of the Lost Ark were just the beginning of an empire.

As you might expect, Lucasfilm Games' releases emphasize the importance of storytelling. Steve Arnold, Vice President in charge of the video game division, says that Lucasfilm Games tries to present positive and creative problem solving within the context of a story. "We think that a game can be just as rich an entertainment environment as films or books, and that's what we try to achieve." Maniac Mansion, a PC hit since 1987 and now scheduled for release for the NES this Fall from Jaleco, is a great example. In fact the game has won many awards from PC publications and a TV show based on Maniac Mansion is now being planned.

But storytelling is only one side of the Lucasfilm Games equation. "My idea of the perfect game is one you can understand right from the start," says A.J. Redmer, head of the video games group. Pipe Dream from Bulletproof Software, a game A.J. helped create along with Tetris designer Alexey Pazhitnov, puts that philosophy to work. It's simple enough to learn in minutes, but so complex that it could take months to master.

Now that Lucasfilm Games is developing software for the NES, some of their programming ideas are being revamped. "One of the main differences between the NES and PCs is that the NES can do certain things much faster," says Doug Crockford, who is producing the NES version of Maniac Mansion. They also added rich, multi-leveled sound and a great surprise ending for PC fans of the game.

With everyone dedicated to creating quality games and entertainment of all sorts at Skywalker, you can almost sense The Force in the air.



In Pipe Dream you build a continuous pipeline so the flow of sludge inside won't spill out.

SPEEDWAY CELEBRITY PROFILE SPECIAL

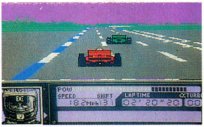
Many recent NES racing games put you in the driver's seat with super realistic game play. To add to the credibility of these games, some companies have obtained endorsements from big name racers and have had these racers give input to their programmers. We decided to find out more about the pro racers behind these hot racing games.

Ivan "Ironman" Stewart

Whether he's racing on a radical off-road obstacle course, or blazing through a 250 mile non-stop desert race, Ivan "Ironman" Stewart really takes a pounding as he racks up racing wins. Ivan earned his nickname "Ironman" by winning punishing Baja races early in his career. He has had victories in many off-road races and numerous stadium events. With Team Toyota, he clinched the Manufacturers' Cup for the sixth consecutive year in 1988. At press time, he was leading in points for 1990. Ivan visits arcades often to check and see if they have Super Off Road. He and his son Craig, 21, often compete to see who can get the fastest lap time. "Super Off Road captures the feeling of off-road racing," says Ivan. "Super Off Road realistically captures the feeling of off-road racing," Ivan says. "The trucks slide, jump and bang into each other just like in a real race. But you don't have to worry about all the safety regulations and truck specification rules involved with the sport; you can just concentrate on having fun!"

AL UNSER JR.

Al Unser Jr. worked closely with Data East to come up with a winning game in Al Unser Jr.'s Turbo Racing. "In this game, players make some of the same decisions that professional drivers do when they compete in a race," Al explained. "They select their pit crew, custom design their car and take on some of the world's most challenging race tracks." Al Jr. is himself a big Nintendo fan, and often plays with his family, especially son Alfred Richard Unser, 8, or Mini-Al as he's affectionately known. Driving for Team Valvoline, Al has several Indy car race victories. Al Jr. also works for several good causes when he's not busy racing, including "People Who Know Say No To Drugs" and the American Coalition For Traffic Safety.



Bill Elliott

"Awesome Bill From Dawsonville," as he's known by fans, is one of the best drivers in stock car racing. Bill Elliott and the Melling Racing Team hold many NASCAR records, including: the fastest ever 500 mile race, the all-time stock car qualifying speed record, the record for superspeedway wins in one year, and others. But not only is Bill a great racer, he is also a great humanitarian, working with the North Carolina Chapter Of United Cerebal Palsy.

Bill consults frequently with Konami on Bill Elliott's NASCAR Challenge, (being developed for the NES) and Bill Elliott's NASCAR Fast Tracks for Game Boy, in order to make the games super realistic. To analyze the driver's point of view, Konami attached cameras to Bill's car and had him race around a track.

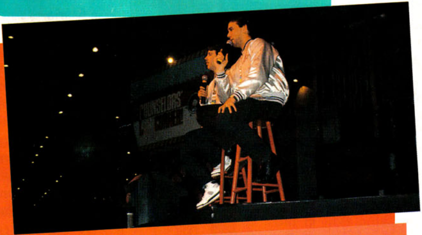
Michael Andretti

Michael Andretti, son of Mario Andretti, is coming into his own in the Indy Car circuit. He qualified for his first Indy 500 in 1984 (at age 22) and finished fifth, earning Co-Rookie of the Year honors. Through 1989 he has won nine Indy Car victories! He also helped American Sammy on Michael Andretti's World GP, although he has little time to play the NES.

Nintendo PowerFest 1990™

The Nintendo World Championships have undergone a name change to show that there's much more to this travelling showcase of Nintendomania than competition. Introducing Nintendo PowerFest 1990! Thousands of players have already participated, playing the hottest new games for the NES and Game Boy, talking to Nintendo Game Counselors in person and learning what the future holds for the NES. The Power Walk features new and upcoming games from 17 licensees including Castlevania Ⅲ from Konami, The Punisher from LJN and many more. At the Super Stage, Game Counselors let players in on their most guarded game play secrets. There's also a magic show, a Power Pad demonstration presented by Reebok, the Nintendo Fruit Snacks Video Booth where participants can purchase a video of themselves dancing to a Super Mario Bros. rap and a lounge for parents to relax while the rest of the family sees the show.

Participants show off their semifinalist caps in front of the Competition Stage.



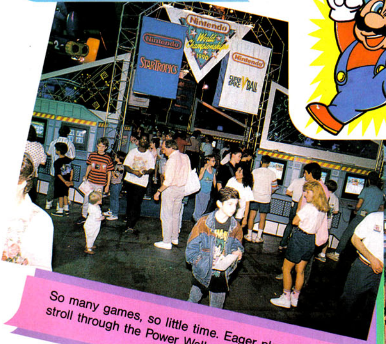
Game Counselors answer questions in the Super Stage Show.

Fans talk with Game Counselor Ben Smith.

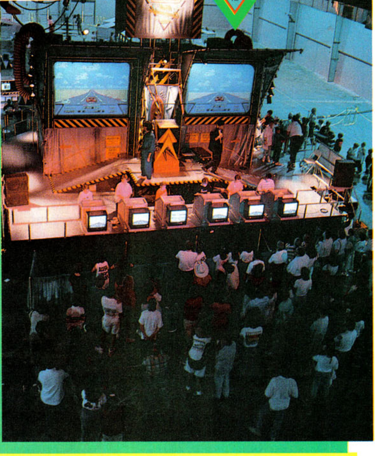
A familiar friend welcomes visitors to the Nintendo PowerFest 1990.

It's a fun time for everyone, playing and competing.

Nintendo World Championships 1990™



So many games, so little time. Eager players stroll through the Power Walk.



Participants zip through Rad Racer on the Competition Stage.

Some Nintendo PowerFest 1990 attendees participate in the Nintendo World Championships, which are staged at the show. Competitors have six minutes to collect 50 coins in Super Mario Bros., complete the first track in Rad Racer and get as many points playing Tetris as they can in the remaining time. Three finalists from each city are invited to the national Nintendo World Championships in Orlando, Florida which will be held in December. Check your local newspaper to see if the Nintendo PowerFest is coming your way or call 1-900-HOT-4NWC (1-900-468-4692) for information. A charge of 50 cents per minute will be added to your phone bill, so make sure you have permission from whoever's paying the bill.

PAK WATCH

NINTENDO
POWER

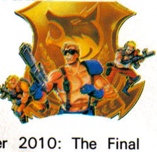
A LOOK INTO THE FUTURE OF NES GAME PAKS!!

All the Summer and Fall releases we've been finding out about have really kept us Pak Watchers busy. In addition to all the great NES games, we've also noticed many exciting recent developments in other areas of video entertainment that we thought we'd let you in on. For a real insider's look at what's in the future for your NES, read on . . .

CAPCOM HAS AN ACTION-PACKED LINEUP!

The ever popular Capcom continues to crank out the NES hits! Their Fall lineup provides action for players of all ages.

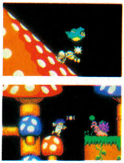
STREET FIGHTER 2010: THE FINAL FIGHT

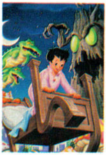


Fans of the arcade hit should look out for the NES sequel, Street Fighter 2010: The Final Fight. This SF martial arts game tells the story of Ken's revenge. But the real action isn't in the story, it's in the play. Right from the start Ken is in deep trouble with robots and hungry piranha. Your ability to flip, spin, leap, and even fire downward is your advantage over the aliens.

LITTLE NEMO THE DREAM MASTER

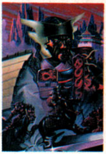
Little Nemo searches a dreamworld for his playmate, the Princess of Slumberland. But to get through Slumberland requires some special moves and a generous nature. For instance, if Nemo feeds candy to his furry friends, they'll share their special abilities with him. It's no surprise that Nemo doesn't want to wake up. You won't, either.





DESTINY OF AN EMPEROR

This Role Playing Game set in ancient China, combines some of the game play mechanics of Dragon Warrior with a historical strategy theme like Nobunaga's Ambition. Three warrior generals and their armies set out to defeat the forces of the Yellow Scarves, which are terrorizing the entire country. As they travel through China, they will find followers, battle bandits and equip their armies with better weaponry. A long playing game, even at its quickest it takes many hours to complete.

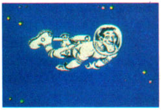


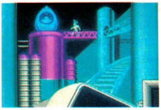
Just Around The Corner

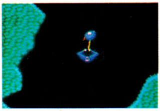
SOLAR JETMAN

Nintendo licensee companies seem to snap up games designed by Brit developers Rare as quickly as they can. And for good reason; Rare has developed such hits as R.C. Pro-Am, Wizards And Warriors and IronSword, to name a few. Tradewest knows a great thing when they see it, and are bringing Rare's latest marvel, Solar Jetman, to the U.S. In Solar Jetman, you control an exploratory capsule sent to scout the planets in search of gems, fuel and parts for the Golden Warpship. Many of these planets have extremely strong gravitational fields, so your small exploratory capsule must fight not only each planet's defenses, but also the unceasing pull of their gravity. Fortunately, you can upgrade your ship with more powerful engines and weapons using the gems you collect.

Long time arcade players will recognize some elements of Solar Jetman as being similar to the classic Graviton. Solar Jetman's unique (among NES games) play control and game concept bring it high marks from us here at Nintendo Power!





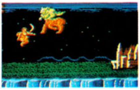


Just Around The Corner

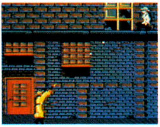
FROM BANDAI

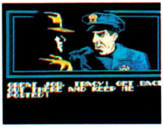
"Calling Dick Tracy! Calling Dick Tracy!" "I'm on my way—to the NES!" Comics' most famous police detective is speeding his way from the page (and the silver screen) to the small screen courtesy of your NES. What's the rush? Big Boy Caprice has started a gigantic crime wave, but Tracy doesn't have the evidence to put him away. That search for clues takes Tracy into danger and intrigue, which you follow in the cinema scenes. A nice touch is that you can review old clues in these cinema scenes. Dick Tracy's action game play reminded us of Who Framed Roger Rabbit? without the Toons.

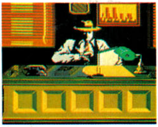
Frankenstein's Monster rises from the grave in Frankenstein The Monster Returns from Bandai.



There's cinematic drama in the story screens and Castlevania-like action in the play. The classic elements of horror abound: surprise, danger, and reanimated matter running amok!







Arcadia, who developed and programmed many games for personal computers, coin-op machines and other Nintendo licensees, is entering the NES arena with two titles based on hot characters. We already told you about Spot in our New Games section. Silver Surfer, which is scheduled to appear before the year's end, follows the cosmic adventures of the fan favorite from Marvel Comics. Galactus, Fire Lord, other allies and adversaries of the Surfer make appearances in the game's 14 levels that feature left to right and top/down scrolling plus cinema scenes to tell the game's story.

TM+© Marvel Comics Group

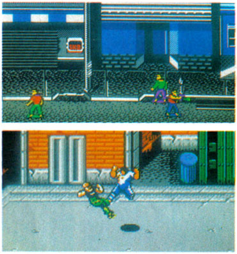
Taito is working on the NES version of Indiana Jones And The Last Crusade with Lucasfilm Games, the people who programmed the PC version. If it plays anything like the movie, it should make for non-stop excitement!

GOSSIP

Just Around The Corner

WHEELS WHEELS WHEELS

Capitalizing on America's love of speed and imbalance, Electronic Arts and Ultra are planning games that feature skateboarding and roller derby action. The programmers of the original Skate Or Die, Electronic Arts, are working hard on Skate Or Die 2: The Search For Double Trouble. Like the original, Skate Or Die 2 encompasses a wide variety of skating environments and situations, but instead of centering on a skate shop, the different skating tasks are linked by a tongue-in-cheek (but all too realistic) story about the banning of skateboarding. The game is powered by a driving rock soundtrack. In Rollergames from Ultra, which may be described as Double Dragon on roller skates, the rough teams on the roller derby circuit have kidnapped the owner of Rollergames, a roller derby track. As a member of the T-Birds, Hot Flash or Rockers, it's up to you to rescue him. You'll skate through the urban jungle, facing other warriors wheels as well as difficult jumps and rolling obstacles.



ACME COIN-OP SHOW

Although we like to concentrate on NES games in Nintendo Power, we still keep close tabs on the arcades. After all, many arcade games make their way to the NES, and Nintendo has a commercial division that markets the PlayChoice video game juke box. Speaking of the PlayChoice, you can expect to see some hot new games on this machine before they hit the NES. The newest arrivals are Ninja Gaiden II, Rescue Rangers and Captain Skyhawk. And if you can't find Super Mario Bros. 3, chances are you haven't looked at your neighborhood PlayChoice. One of the biggest trade shows for the coin operated video game industry, ACME, was held in Chicago March 9-11. Plenty of hot new arcade machines were shown, including many we thought would make excellent NES games. We haven't heard of any plans on these, but here are a few we'd like to see for the NES (hint, hint): Aliens from Konami, Merc and Buster Bros. from Capcom, Big Run from Jaleco, Toki from Fabtek and Dragon Breed from Irem. It's no coincidence that the top coin operated developers are also creating hits for the NES. Another interesting device rolling out at the ACME show was a pinball machine from Data East in which the player activates the flippers with his brainwaves, which are transmitted to the game by special headgear!

PlayChoice is Your Only Choice.
BIG RUN
GET THE PICTURE?
FABTEK

GOSSIP

History tells us that the Olympic games originated in ancient Greece, but according to new findings by Data East, the games go back a lot farther than that—to the Stone Age! Of course, the actual events have changed radically since the Neanderthal's time, and we no longer see such sports as Mate Tossing, Clubbing and the Dinosaur Vault. But you will be able to participate in these in Caveman Ugh-lympics, a humorous twist on the stadium events theme.

UPDATE

Nintendo WORLD CLASS SERVICE

The World Class Service Program we told you about last issue has really gotten off the ground, and Nintendo's goal is to have service centers conveniently located in every state. If you would like more information on getting your NES serviced at an official World Class Service Center in your local area, please call Nintendo Consumer Service at 1-800-255-3700.

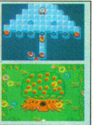
GOSSIP GALORE

We heard about these on the grapevine—most are still a ways off, but probably sooner than you think.

G.I. JOE

One of the most popular toy action figures of all time, G.I. Joe will soon star in an NES game. Currently in the programming stage, Taxan is working on a G.I. Joe game for the NES and Game Boy. The NES version will feature a three megabit configuration. The game will have many adventures, several difficulty levels, multiple endings and a password capability.

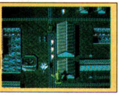
KICKLE CUBICLE



You have to like the name of this puzzle action game from Irem. With its whimsical setting, fairy tale characters and perplexing game play, it should appeal to afficianados of games like The Adventures Of Lolo. Although it starts out easy, wait until you reach Toy Land!

THUNDERBIRDS

Activision's Thunderbirds game which we mentioned a few issues back is off and flying and looks good. Here's a screen shot:



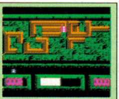
U-FORCE POWER GAMES

The first Game Pak designed exclusively for use with the U-Force includes Power Field B-Ball (a one-on-one basketball game), Rock On Air (a "air band" music synthisizer), Nuclear Rat Attack (a space setting action game) and Hose 'Em Down (a fireman rescue game with a humorous "keystone cops" feel).

NINTENDO

Nintendo has many hot projects in the works, including two set in modern times, SimCity, a P.C style resource management and role playing game, as well as another puzzle game, Dr. Mario, that is as addicting as Tetris. We'll let you know more in future issues.

LOOPZ



What would you get if you crossed Tetris with Pipe Dream? Loopz from Mindscape, that's what. Faced with relentlessly appearing block segments of different sizes and shapes, you must arrange them on a grid into loops, or closed shapes. You have only a limited time to place each piece—if you take too long, you'll "miss" and you only get three misses. This one could be another habit-forming mind game!

TIME LORD

Milton Bradley is bringing out this time hopping action jaunt, programmed by Rare. Travel through the centuries, from Medieval times to the Wild West, to collect the orbs you need to save the world in the year 2999.

PAK WATCH

NES PLANNER

JULY	Barker Bill's Trick Shooting Battle Chess Bigfoot Cabal Circus Capers Dungeon Magic Dusty Diamond's All-Star Softball Final Fantasy Gilligan's Island Heavy Shreddin' Mad Max Mission: Impossible NARC Nightmare On Elm Street Rally Bike Shingen The Ruler Snake Rattle 'N Roll Super Off Road
AUGUST	Pictionary Punch-Out!!
SEPTEMBER	Dick Tracy NES Play Action Football Swords And Serpents Total Recall
FUTURE	Castlevania III: Dracula's Curse Caveman Ughlympics Dr. Mario Frankenstein: The Monster Returns Gauntlet II The Bugs Bunny Birthday Blowout Kickle Cubicle Little Nemo The Dream Master Loopz Maniac Mansion Pipe Dream Power Blazer RollerGames The Simpsons Solar Jetman Spot Street Fighter 2010: The Final Fight Teenage Mutant Ninja Turtles—The Arcade Game Thunderbirds Time Lord UForce Power Games WURM

GAMETEK

Gametek is planning to add other hit TV game shows to their NES lineup. This fall, look for Concentration and Family Feud. A little further off is talking Super Password, featuring new digitized audio technology with an unlimited vocabulary of speech and sound.

NINTENDO POWER™

Back Issues Available Now!

It's still not too late to order 1 or more of 12 classics packed full of in-depth game reviews, tips and tricks. To get your back issues, fill out the order form on page 2.

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Nov/Dec Issue '88

Review highlights include Track & Field II, Blaster Master, Anticipation, Blades of Steel, Cobra Command, Racket Attack, Mickey Mousecapade, plus foldout Blaster Master poster.

Jan/Feb Issue '89

Review highlights include Zelda II-The Adventure of Link, Skate or Die, Wrestlemania, Sesame Street 1-2-3, Marble Madness, Operation Wolf, Metal Gear, plus Skate or Die foldout poster.

Mar/Apr Issue '89

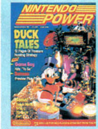
Review highlights include Ninja Gaiden, Teenage Mutant Ninja Turtles, Hudson's Adventure Island, Strider, Cobra Triangle, Bayou Billy, plus Strider poster and The Complete NES Game Pak Directory.

May/June Issue '89

Review highlights include Teenage Mutant Ninja Turtles, Ninja Gaiden, Bayou Billy, Cobra Triangle, Life Force, Mega Man II, Dragon Warrior, plus foldout Mega Man II poster and Life Force maps.

July/Aug Issue '89

Review highlights include Mega Man II, Dragon Warrior, Faxanadu, Strider, RoboCop, Duck Tales, IronSword plus Super Mario Bros. 2 Bonus Tip Book (Part 1).



Sep/Oct Issue '89

Review highlights include Duck Tales, Game Boy, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit, Willow, River City Ransom, and Super Mario Bros. 2 Tip Book (Part 2).

Nov/Dec Issue '89

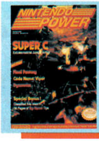
Review highlights include Tetris, RoboCop, Willow, IronSword, Super-Off Road, Shadowgate, A Boy and His Blob, 720, Guardian Legend, plus Dragon Warrior Strategy Guide.

Jan/Feb Issue '90

Review highlights include Batman, Shadowgate, Willow, Double Dragon II, Super Spike V'Ball, Clash at Demonhead and River City Ransom, plus The Making of Super Mario Bros. 3, and Adventure in Tetris World Tip Book.

Mar/Apr Issue '90

Review highlights include Super Mario Bros. 3, Silent Service, Pinbot, 720°, A Boy & His Blob, Wrath of the Black Manta, and Astyanax plus Pak Source, the complete Nintendo Game Pak directory guide.



May/June Issue '90

Review highlights include Final Fantasy, Super C, Code Name: Viper, Burai Fighter, Dinowarz, plus foldout Final Fantasy map and Classified Information Tip Book.

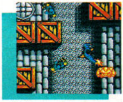
NEXT ISSUE

NINJA GAIDEN II: THE DARK SWORD OF CHAOS

In August, the secrets of the Ninja will be revealed as never before in our powerful Ninja Gaiden II Strategy Guide. Those of you who haven't been initiated into the Ninja's Inner Circle, prepare yourselves . . .

In the September/October issue, look for these highlights:

MISSION: IMPOSSIBLE

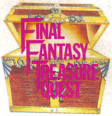


Your mission, if you choose to accept it, is to make sure you don't miss our top secret review on this game in the next issue of Nintendo Power. If you don't read this review and fail in your mission, we will deny all responsibility for your game play.

MANIAC MANSION

Are Nurse Edna and Dr. Fred creeping you out? Are you dazed and confused in the rooms and passages of Maniac Mansion? Check out our review for some maniac relief.

FINAL FANTASY TREASURE QUEST'S FINAL INSTALLMENT



This is it! The final questions you'll need to answer to be eligible to win the Final Fantasy Treasure Quest. You'll have to be a real master of the game to find the answers to these toughies.

PLUS—Our regular round up of radical readings!

Dear Readers—

With this issue, we've reached another Nintendo Power milestone—two complete years of publication!! It seems like we've spent a million hours working on the magazine, but every minute was worth it! Now would be a good time to make sure you have the entire collection of Nintendo Power. We're getting low on some of our key back issues—the ones that are sure to be collector's items.

Speaking of collector's items, I hope everyone had a chance to pick up our first Nintendo Power Strategy Guide. Let us know how much you liked it, or if you have any suggestions for future guides. We want to make our Strategy Guides as fun and informative as possible! Don't miss the Ninja Gaiden II Strategy Guide that's coming your way next month. It might be even more exciting than the game!

By the end of the year, we should have over 400 titles for the NES and close to 60 for Game Boy! We'll let you know more about any additional Fall releases announced at the CES next issue. Meanwhile, you can see some of the future games that we'll see at the show at the Nintendo PowerFest when it hits your town. Check it out!

That's All (For Now) Folks—Howard

PLAYER'S PO

Nintendo PowerFest 1990™

SUPER MARIO BROS.

GRAND PRIZE

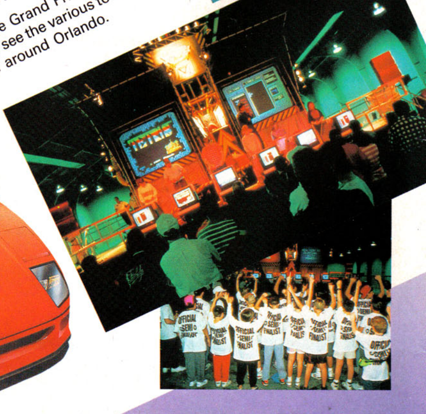
1 WINNER

Nintendo Power Vacation To Orlando, Florida

Win a trip for four to the NWC Finals in December! –Nintendo will fly you and three guests from your hometown to the biggest event of the year–the NWC finals in Orlando, Florida. You'll get to see the televised finals and meet NWC winners and NES fans from all over the country!

–The Grand Prize winner will also take home a one-of-a-kind gold plated NWC game cartridge featuring Super Mario Bros., Rad Racer and Tetris–the same program used in the NWC.

–Included with the Grand Prize is a Nintendo paid excursion to see the various tourist attractions in and around Orlando.



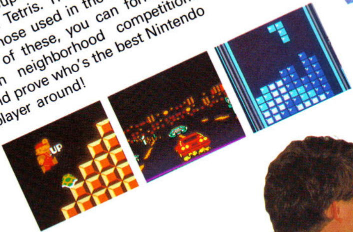
LL CONTEST

Nintendo
World Championships
1990

SECOND PRIZE

25 Winners

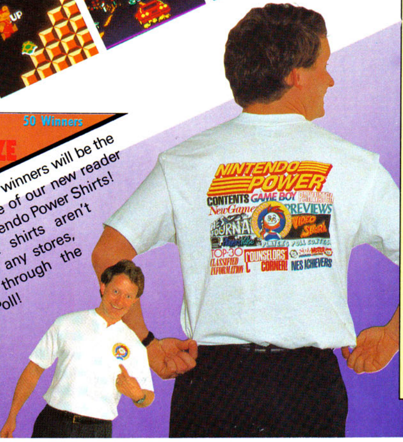
–Second prize winners will get an exclusive NWC game cartridge featuring Super Mario Bros., Rad Racer and Tetris. These carts are just like those used in the NWC! With one of these, you can form your own neighborhood competitions and prove who's the best Nintendo player around!



THIRD PRIZE

50 Winners

–Fifty third place winners will be the first to own one of our new reader designed Nintendo Power Shirts! These great shirts aren't available in any stores, but only through the Player's Poll!



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LAST NAME	FIRST NAME	CITY	STATE
Alexander	Jason	Corona	CA
Andrepont	Jason	Lafayette	LA
Boyer	Aaron	Nappanee	IN
Cimock	Robin	Bettendorf	IA
Driggers	Shawn	Orlando	Fl
Fibbs	Josh	Marshall	AR
Greene	Dwight	Chester	PA
Harman	Craig	N. Dartmouth	MA
Keirns	Chris	Zanesville	OH
Kingsbury	Lisa	Albion	NY
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Saho	Ben	Hackettstown	NJ
Sisk	David	Lexington	KY
Sparks	Matthew	Tulahoma	TN
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To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain, 3X5 piece of paper and mail to:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
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One entry per person, please. All entries must be postmarked no later than August 15, 1990. No responsibility is assumed for lost, stolen, or misdirected mail. Winners will be selected in a random drawing from among all eligible entries received, on or about August 30, 1990. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after September 15, 1990 by sending a self addressed stamped envelope to the address listed above. NINTENDO POWERFEST TRIP TO ORLANDO: Nintendo will arrange air travel and hotel accommodation for the Grand Prize winner and three guests. If the winner is under 18, they must be accompanied by a parent or guardian. Any guest under the age of 14 must provide written parental consent and release. This special 4-day/3-night excursion, scheduled for the fall of 1990, is subject to final determination of dates by Nintendo, and to accommodation and airfare availability. Some restrictions apply. Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families. This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

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Over a quarter of a million fans in 15 cities have hit the Nintendo PowerFest 1990™. Now it's heading your way. Preview future hit games on the Power Walk. Get top-secret tips from Nintendo Game Counselors. Meet Mario. Meet Luigi. Play to win a trip to the Nintendo World Championship Finals at Universal Studios — Orlando. It's huge. It's hot. It's coming to San Francisco, Los Angeles, San Diego, Kansas City, Denver, Miami, Atlanta, and other cities. Call 1-900-468-4692, or check Nintendo Power magazine to find out when the action hits your town!